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ISSUE 48

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

N64 MAGAZINE

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Monday 20th November
To find out why it's going to be fantastic, jump to



WELCOME TO N64 MAGAZINE

At 116 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- **Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.**
- **N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.**
- **Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.**
- **The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.**
- **We won't give anything our coveted 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.**
- **Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful, we'll say so.**

Don't be fooled by feeble imitations!

Question time...

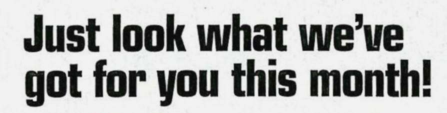


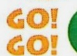
"It looks funny." "I don't like the colour." "It won't fit under my TV." "The controller looks like a Fisher-Price toy." Just a few of the sackload of comments we've received about Gamecube, ever since pictures of the machine appeared after Nintendo's Japanese Spaceworld show.

So, to put your worried minds at rest, we thought we'd send a slightly starstruck Mark – with a notepad full of scribbled questions and an autograph book – to have a chat with the great man himself, Shigeru Miyamoto. And then, just to make sure, we thought we'd give some of Ninty's next-gen developers a bell. Read what they *and* Shigsy had to say about Gamecube, starting on page 30.

Before Gamecube arrives, though, there are heaps of new N64 titles to enjoy. Midway's new San Fran title hurtled at breakneck speeds into the office this month – read Geraint's review on page 50. And a new puzzler featuring a certain breed of monsters arrived from America – we've been unable to tear Mark away from the office N64 ever since...

Andrea Ball
EDITOR





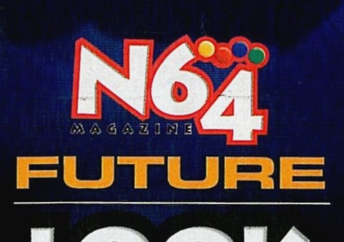

N64 MAGAZINE THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

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FUTURE LOOK

Your first look at the *BIG* new N64 games!

Starts on page 6









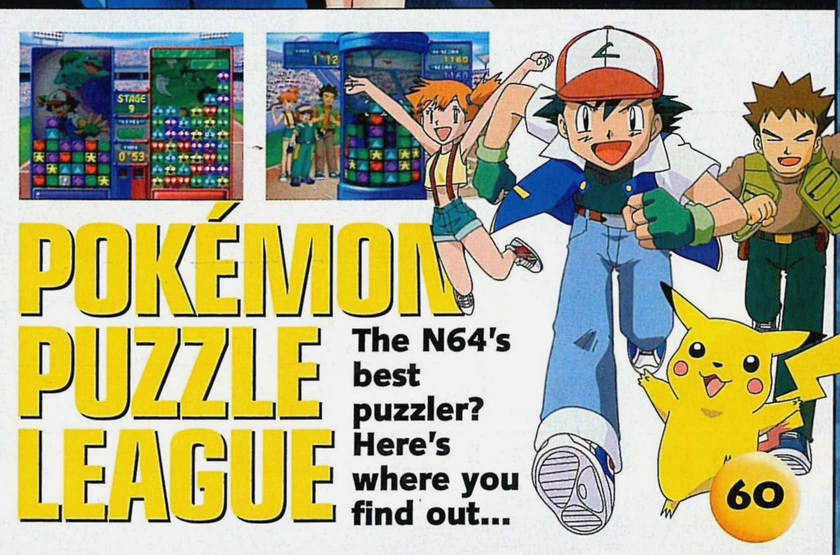



N64 Magazine Club 64

The ultimate reader service.

Starts on page 67











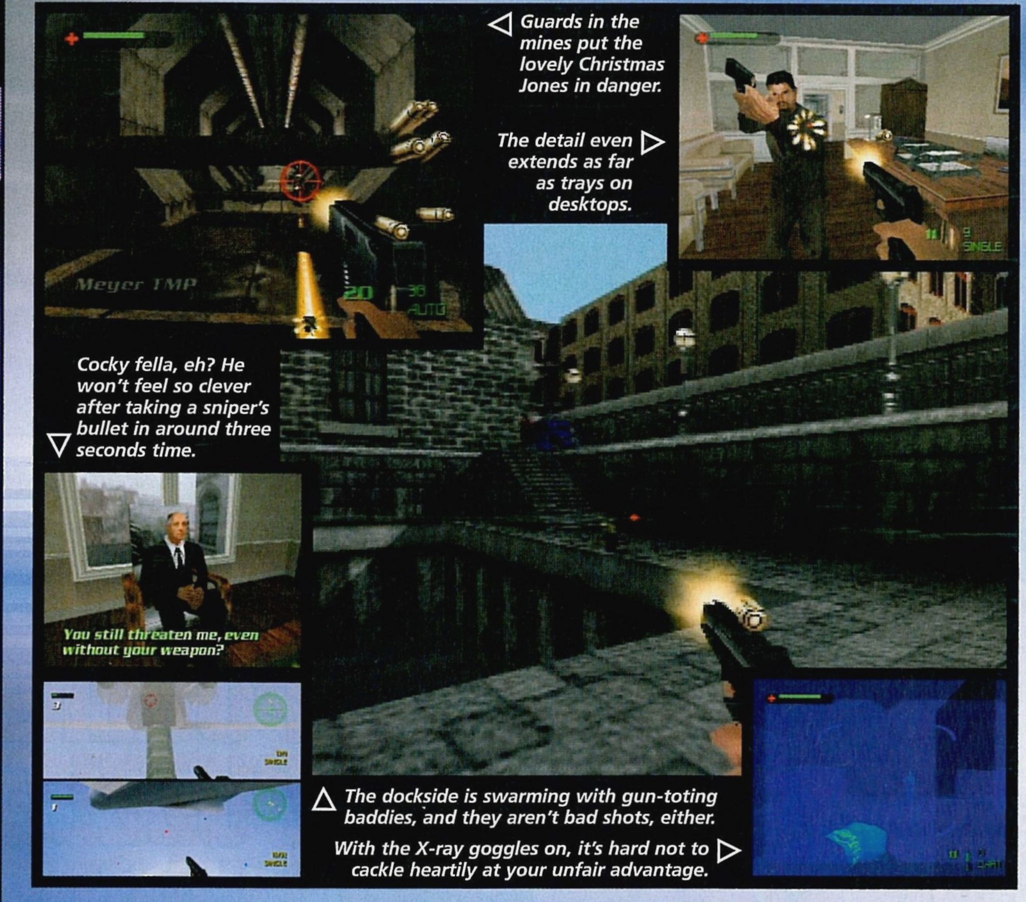
N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

this month

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 20! GO! GO!



Guards in the mines put the lovely Christmas Jones in danger.

The detail even extends as far as trays on desktops.

Cocky fella, eh? He won't feel so clever after taking a sniper's bullet in around three seconds time.

The dockside is swarming with gun-toting baddies, and they aren't bad shots, either.

With the X-ray goggles on, it's hard not to cackle heartily at your unfair advantage.

THE WO NOT EN

INFO BURST

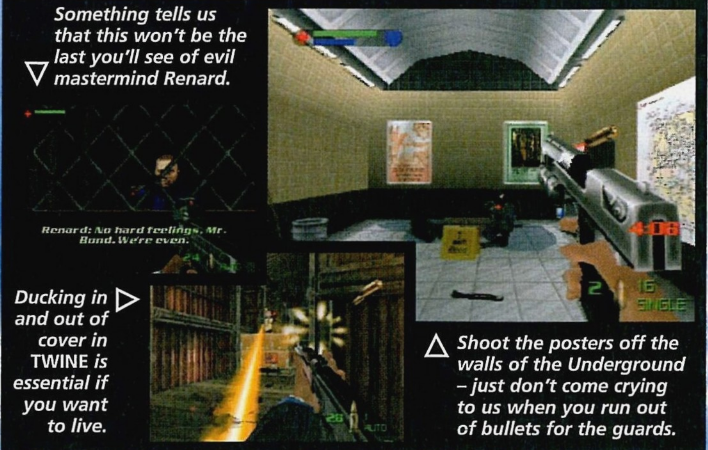
THE WORLD IS NOT ENOUGH	
FROM:	EA/Eurocom
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	Dec	TBA

ANTICIPATION RATING

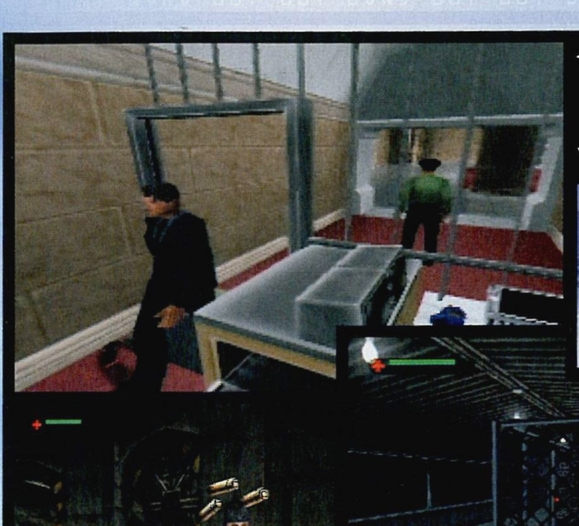




Something tells us that this won't be the last you'll see of evil mastermind Renard.

Ducking in and out of cover in TWINE is essential if you want to live.

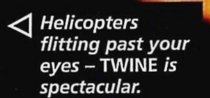
Shoot the posters off the walls of the Underground – just don't come crying to us when you run out of bullets for the guards.





Expect your gun to be confiscated after stepping through here.

The hang-gliders are near-impossible to hit.



The watch can laser its way through any metal.

The tinkling of falling bullet shells is a soothing sound.

A shoot-out on top of an aeroplane – just like in Die Hard 2! There's no Bruce Willis though, unsurprisingly.

Helicopters flitting past your eyes – TWINE is spectacular.

RLD IS OUGH

goodbye goldeneye

Static screenshots can't convey just how unnervingly quickly this section flies past.

Tap R and a GoldenEye-style crosshair is yours.

If you remember PD's hovership battle, you'll feel right at home here.

Act fast – failing to rescue hostages means having to start all over.

So, Rare willingly gave up the 007 licence for the greater creative freedom that *Perfect Dark* promised, did they? Rubbish. The Twycross developers would have *loved* the chance to craft another Bond blockbuster – and when they see just how expertly Eurocom have refined and rejigged the *GoldenEye* concept for *TWINE*, they'll be spitting more blood than *PD*'s guards.

Using an engine that's destined for future use on Gamecube, *TWINE* works all manner of wonders. While the meat of the action – first-person shooting and shadowy stealth of the highest order – is *GoldenEye* 2 in all but name, an emphasis on tongue-dripping set-pieces means that *TWINE* often manages to recreate that Bond feel even more successfully than Rare's masterpiece. With gigantic levels, sparkling visuals and

GO! GO!

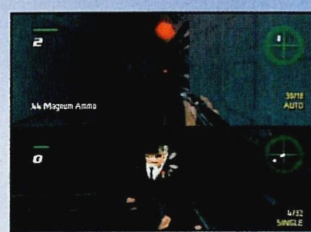
BLASTED BOND

A multiplayer to match *GoldenEye*'s own? Just maybe...



CAST

Characters are added as you complete solo missions. The line-up ranges from 007 and Christmas Jones to classics like Oddjob and Trevelyan.



SIDES

Each of the characters sides with either 'Good' or 'Evil', and are forced to behave accordingly. Bond, for example, can't be on a rival team to M.



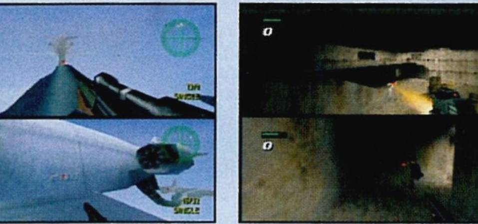

GUNS

Like *GoldenEye*, there are a range of weapon sets available, including an 'explosive' collection that features the horrifying Rocket Launcher.



BOTS

Any of the four participants can be computer-controlled, and each character has a unique playing style and health handicap. Lovely stuff.



MAPS

Over 20 levels are on offer, including claustrophobic castles, mammoth mines, and an ace battle on top of an in-flight aircraft.



GAMES

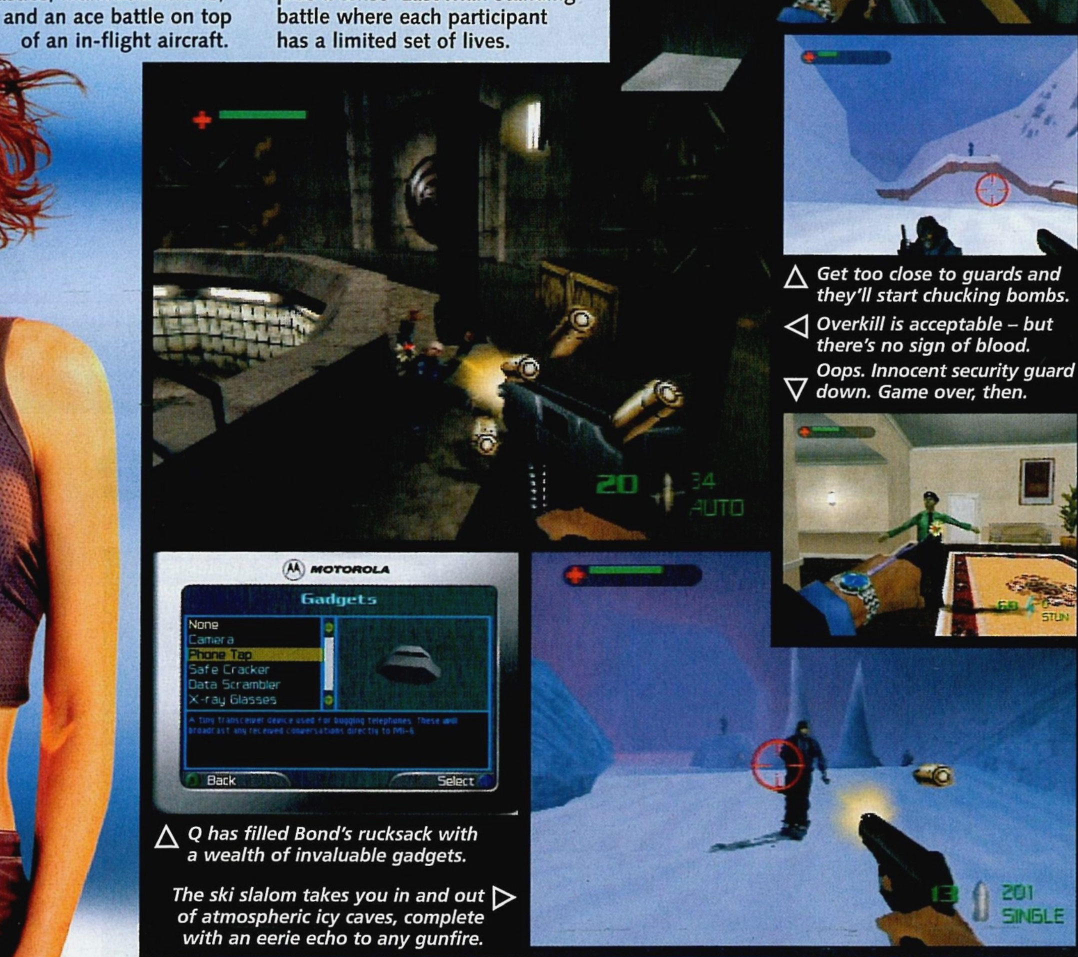
All your favourites, including the fab King of the Hill scenario, plus a tense 'Last Man Standing' battle where each participant has a limited set of lives.



atmosphere to make your knees shudder, Eurocom have proved themselves more than a match for Twycross' finest.

From a thrilling start with Bond blasting his way out of a bank and dealing with unconscious enemies who wake and clamber to their feet, *TWINE* never lets up on the action. On the banks of the Thames, you're set upon by soldiers leaping from vans, roaring past on speedboats and ducking behind windows and boxes. Atop a snowy mountain, a speedy on-rails slalom features troopers attacking on skis, hang-gliders and snow-speeders, chucking grenades as they go. And on the wooden walkways of Baku, whirring saws dangle from helicopters above your head, tearing chunks from buildings and bridges with a terrifying, deafening buzz.

It all takes place in levels gorgeous and gigantic enough to put *GoldenEye* to shame. In one level alone, there's a fully-explorable mansion – easily as big as *Perfect Dark*'s Villa – a shimmering swimming pool in the grounds (complete with sun loungers), *and* a creepily dark section of overgrown



△ Get too close to guards and they'll start chucking bombs.

◁ Overkill is acceptable – but there's no sign of blood.

▽ Oops. Innocent security guard down. Game over, then.

△ Q has filled Bond's rucksack with a wealth of invaluable gadgets.

The ski slalom takes you in and out of atmospheric icy caves, complete with an eerie echo to any gunfire. ▷



forest. Inside buildings, the attention to detail is even more astonishing – take a peek at the telephones and notepads lying around on desks – and some of the throwaway effects that Eurocom have pulled off on the N64, such as the beautifully reflective floors of the MI6 building, make for an immersive experience that's well up to Rare's own high standards.

guards clutching their stomachs in obvious pain before flopping to the floor – makes the environments the most immersive to date. If *TWINE* doesn't convince you that your feet are nestled inside Bond's polished Hush Puppies, nothing will.

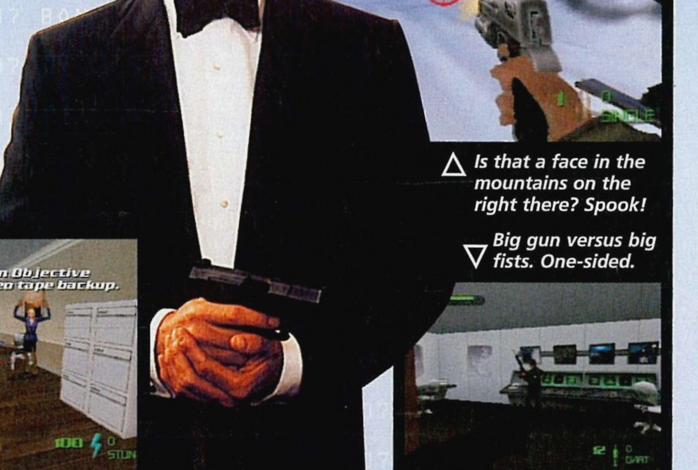
Have a glance around the page to glimpse more *TWINE* loveliness – including the most

VISUALS It all takes place in levels that are gorgeous and gigantic enough to put GoldenEye to shame.

What's most pleasing about *TWINE*, though, is that it *feels* just right throughout. With everything from Bond's walking speed to the swing of his gun-sights having been tweaked to perfection, *GoldenEye* veterans will settle right in. Meanwhile, the incidental detail – Bond manually twisting the silencer onto the business end of his pistol, the fire extinguishers hanging on walls in the MI6 building,

comprehensive multiplayer mode since *Perfect Dark* – and then enjoy the warm glow that comes from knowing that this superb shooter will be ready to take home in little over a month's time. Welcome back, 007.





Even Rare would struggle to fashion reload animations as smart as TWINE's.

Is that a face in the mountains on the right there? Spook!

Big gun versus big fists. One-sided.

The character interaction is far more advanced than what Acclaim managed in their disappointing Turok 3.

You can chat to anyone – and actually hear what they have to say.

This looks like a job for the Sniper Rifle.



It's not all bloodshed – cerebral missions abound.

Photograph the evidence and get the hell out.

DOWN THE TUBE

Soon after Bond has crashed his tasty Q-branch speedboat onto the banks of the Thames early in the game, you're invited into a London Underground station for one of *TWINE*'s most gobsmacking levels. There are hordes of baddies to bop, most of which need to be taken out speedily to avoid civilian hostages getting a bullet, but the real thrill comes from the station itself, which is modelled down to the tiniest detail. It comes complete with ticket barriers, working escalators, adverts and maps on the curved brick walls, terrifyingly fast trains, and even the authentic echoing voice of a station announcer, warning that 'pickpockets operate in this station'. Amazing.





You can just make out the ticket barriers on the right.



Eurocom deviate a little from the plot of the movie to keep the pace of TWINE constant.

The escalators actually move – bringing these guards slowly towards you.

TO BE CONTINUED... See a review of 007's adventures in just 001 month's time.

STUNNING NEW SHOTS OF CAPCOM'S CLASSIC UPDATE!

◁ *A frantic chase round the city's streets, guns a-blasting!*

Auditions for Catchphrase can be particularly gruelling! ▷

Anime fans will be in their element. Everything's beautifully stylised. ▽

△ *It may look basic, but rest assured, it runs like a dream!*

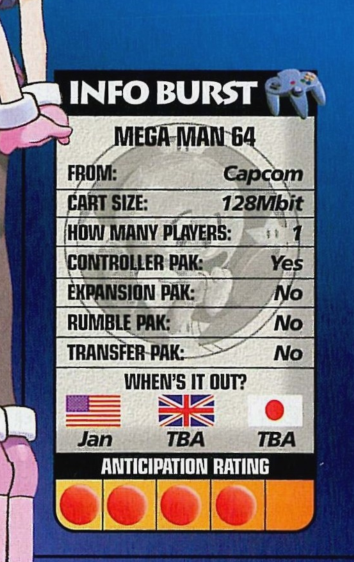
◁ *It does remind us of Jet Force... but that's certainly no bad thing.*

△ *Full steam ahead to the crazy hair emporium, Cap'n!*

◁ *Bosses and fiery death-balls... NICE!*

MEGA M

boy in blue



INFO BURST

MEGA MAN 64	
FROM:	Capcom
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Jan	TBA	TBA

ANTICIPATION RATING

Despite being virtually a direct port of the PlayStation *Mega Man Legends* released last year, we think it's safe to say that Capcom's *Mega Man 64* is shaping up to be something rather special.

Lode', a mysterious family treasure which, if the rumours are true, will put an end to the power shortage which is ravaging our hero's world. Just as you'd expect though, there are plenty of greedy swines out there who want it for their own evil agendas.

VISUALS ***The chunky 3D graphics actually lend the title a sparse but beautifully stylised feel.***

The prospect of taking control of Ninty's long lost son is enough, in itself, to send us into a frenzy, but closer inspection of these new shots suggests that with or without our small blue hero, this is going to be a corker.

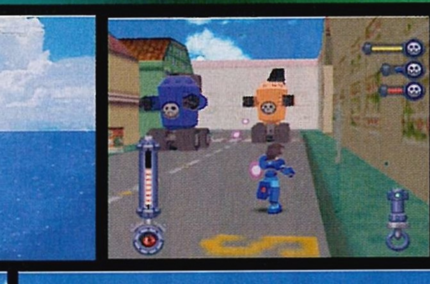
Mega Man's quest takes him on a journey to find the truth about his parents and the legendary 'Mother

The game's packed with giant, flame-spewing robots equipped with super-tough, photon-resistant body armour, and while it may not *look* anywhere near as polished as *Jet Force Gemini* – Rare's ace 3D roaming shooter, and probably the game most like *Mega Man* – it shifts at a fair old pace, and there's very little in the way of fog or pop-up to be found. In fact, the chunky 3D graphics actually lend the title a sparse but beautifully stylised feel.

As you'd expect from a *Mega Man* game, there's plenty of frantic running and jumping with lasers, but the game also incorporates some RPG-style adventuring and exploration, and a dynamic plot designed to justify all that furious blasting.

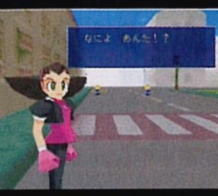
Control should be tighter than in the PlayStation version – the N64's analogue stick makes strafing and targeting a whole





◁ Robotic bosses are two-a-penny.

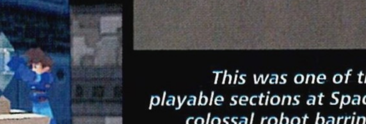
Two pints and Mr Chips was a gonner... Poor chap! ▽



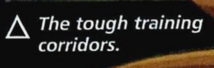
These cute folk man the game's giant robots. ▷

Gem collecting! No game should be without it! ▽





This was one of the last two playable sections at Spaceworld – a colossal robot barring your exit from the claustrophobic first level. ▷



△ The tough training corridors.

△ Anyone with red eyes and a cod-piece like that needs a kicking!

AN 64

lot easier – and N64 owners can also look forward to an expanded Time Attack mode which now spans several different cities.

If you want to know whether they can pull it off, you'll just have to wait for the full review. Best keep your peepers right where they are then...



◁ As usual, there'll be plenty of goodies to find!



◁ Ever get that nasty feeling you're being watched?

TO BE CONTINUED... More on Capcom's classic shooter over the coming months.

We are the champions

The nation's finest GoldenEye player has been found.

With Gamecube set to provide optional modem connectivity, competitive gaming communities – and championships – are sure to grow in size and popularity over the next few years. But while that's the future, there is occasion nowadays for talented strangers to come together and slug it out on videogaming battlefields. And we witnessed one such clash at the UK Console Championships final.

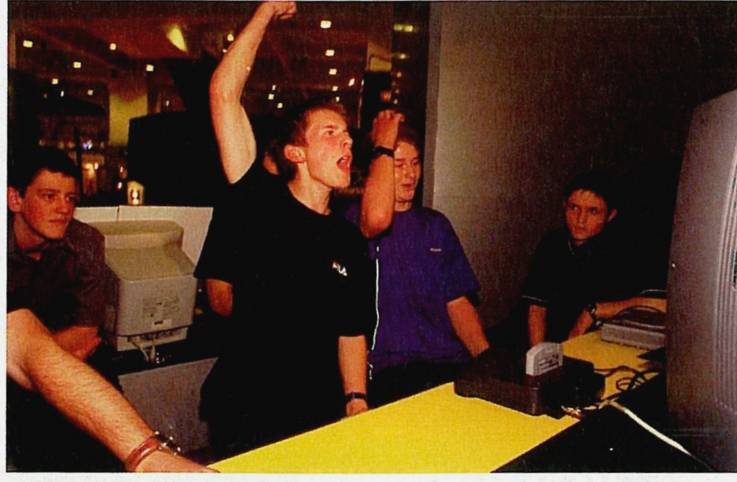
On September 23rd, winners of the local heats of the UKCC gathered at the Live 2000 show at Earls Court for the ultimate showdown – including those players ready to shoot seven bells out of each other in the **N64**-sponsored GoldenEye tournament. In a deeply frightening series of one-on-one encounters, Stourbridge's Richard Barrington-Hill polished off the competition, loving every single Bond-based minute of it.

Such was Mr Barrington-Hill's devotion to the art of massacre that, having missed the deadline for entry into his local heat in the Midlands, he and his chums travelled to Glasgow where places were still available. For his labours he earned an oversized cheque for £1,000, delivered by the oversized hands of Saracen from TV's Gladiators, no less.

Competition was so fierce in the final that the matter had to be resolved in a License to Kill playoff. This was just about to end in a no-score draw when Richard racked up a kill – to the accompaniment of considerable cheering. The tension had been all too palpable with a cool grand at stake. When quizzed as to what he was going to do with his prize money, Richard replied, "Buy an N64. I sold mine recently". Just goes to show that even gaming supremos are capable of making mistakes.

Serious cash was lavished on a brand new paperweight for the champ.

gameplay™ THE GATEWAY TO GAMES
UK Console Championships 2000
Nintendo 64 Champion
The Mirror
Dreamcast PlayStation



The winner celebrates a particularly hard-fought kill. Hardcore gamers.



A cool grand, as dispensed by a meaty celebrity. Life is good, eh?

SHORT CUTS

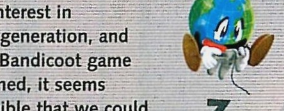
THIS IS RADIO ZELDA

"All we hear is / enigmatic internet advertising"

Nintendo seem to have twigged that you can generate extra interest in your forthcoming releases through a series of enigmatic hoax websites. The Blair Witch project has a lot to answer for. Nintendo's www.z-science.com and www.radiozelda.com have been titillating readers with a subtle trickle of fictitious scientific reports about strange astronomical happenings. The Z-Science site, for the Joint Research of Alternate Mondial Occurrences and Astralplanology (JRAMOA – rearrange the letters to get the gag) is conducting a search for 'The One' via an online DNA test. Apparently four exact DNA matches have so far been found – Bratislavian Alexandra Macozsek, Roh Kun Hee from South Korea, Bryce Wilson, a 16-year-old from Nebraska, and Mahi Valandi, an Indian scuba instructor. We reckon some pointy-eared person has something to do with it. Also check out www.cryptochronology.org for an intriguing fake historical investigation of "The Mask of El Jhomara". Nicely.

CRASH!

Sony's almost-mascot to come to Gamecube?



Konami have announced that they've acquired Sony's misfiring mascot, Crash Bandicoot. What do we care? Well, since Konami have a considerable interest in Nintendo's next generation, and an X-Box Crash Bandicoot game has been confirmed, it seems really quite possible that we could see the 3D pseudo-platformer appear on Gamecube. Please restrain your joy.

Gamecube Gossip

How true that good things, small packages saying is.



Nintendo's next-gen console picks up speed.

It's two months since Nintendo first revealed the Gamecube to a stunned audience – but the fervour surrounding the console refuses to die down as the rumour mill circulates fresh Gamecube info from developers, publishers and The Big N alike.

Nintendo themselves have been busy, registering 'NGC' as the official abbreviation for 'Nintendo Gamecube', and releasing a slew of photos that show just how Gamecube, its controllers and discs compare in size to the N64. Take a peek at one of these pics, above, to see how the pads look next to each other, and there's one of our pics using the office 'Gamecube' below, so you can marvel at just how diminutive Ninty's box of tricks really is.

More exciting, though, is confirmation that there'll be *five* Gamecube titles ready from Nintendo on launch day – that's not including third-party games – with plenty more down the line to avoid the kind of game drought that the N64 suffered during its first few months. "Dozens of games are underway around the world as we speak," claims Peter Main, Nintendo of America's Marketing Vice President. "When [Gamecube] arrives, it will constitute the most technically advanced console ever brought to market."

Perhaps the oddest Gamecube rumour to surface, though, is that old adversaries Nintendo and Sega are joining forces to create an RPG for release on both Gamecube and Dreamcast in 2001. *Nintendo And Sega: The Dream Come True* will apparently star Mario, Donkey Kong, Pokémon, Link and a new character called Odnetin, along with evergreen Sega heroes like Sonic, Nights and the *Virtua Fighter* kids. It sounds *incredibly* unlikely, but an official announcement is said to be due in November. Utterly bizarre.

Meanwhile, Nintendo have reaffirmed that we'll have to wait 'til next May's E3 show for the next Gamecube showing – but heart-jittering things are assured. "E3 is when playable software will first be presented," says Peter Main, "and when the world will get its first full look at what this new console, by itself and in conjunction with Game Boy Advance, can really do. The Cube might be little, but what's inside clearly is not, and I promise you this: things you never imagined are on their way."

Want more? You can read what a host of developers have to say about Gamecube – including Shigsy himself – over on page 30, and feast your eyes on the bulging list of Gamecube games in development while you're at it. Exciting times...

If this was a real Gamecube, there's no way we'd let Paul's toxic shoes near it.



To celebrate the arrival of new X-Treme Chewits – with six chunky, super-sour, apple-flavoured chewy sweets in every pack – Chewits have teamed up with Hi-Pro and **N64** Magazine to give away a fantastic scooter *and* 100 packets of Chewits to five lucky readers.

Fill in the form below and send it our way to stand a chance of winning. And check out the website at www.chewits.co.uk, where you'll find links, downloads, prizes to be won, and even the chance to adopt your very own baby dinosaur. Sweet!

For your chance to win, answer this question...

Which of the following is an X-Treme sport?

- **a) Ludo**
- **b) Whitewater rafting**
- **c) Walking to the shops**

Now, on a separate bit of paper, complete this tie-breaker in no more than 30 words:
If I won a scooter from you, I'd ride it to...

Finally, take your scissors to this form and send it to:
Sharp Scooter, N64 Magazine,
30 Monmouth St, Bath, BA1 2BW.

Closing date for entries is November 24th.

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WAKEYOO ALARM CLOCK

Recoton • The High St • £14.99

Not a bad idea this. WakeYoo is an alarm clock that has 20 seconds of free space to record and re-record your own wake-up call. Apparently it will "change the relationship we have with our alarm clocks, to make them fun, individual and, above all, a friend". Somehow, we doubt that last one. If it's a friend you're looking for, then we suggest you get out a little more, rather than rely on the charms of what resembles a Fisher-Price camera. If, on the other hand, you want a funky new alarm clock, then you could do a lot worse…

80%

TRANSPOSER 6

Creative Kids International • The High St • £2.99

Remember the Rubik's Cube? Of course you do. Anyone out there who actually *liked* the Rubik's Cube? Didn't think so. An infuriating lump of plastic and no mistake. Now prepare to be frustrated once more, because Albatross Games Ltd. have come up with a variation on the colour-matching plastic phenomenon. This time it comes in six triangular pieces with holes in some places, coloured sections in others. The task is to stack up all six layers, lining up holes and coloured areas so that you get a solid colour on both sides – and with over 16 million combinations possible, we're *very* excited…

65%



DORAEMON WIND-UP TOY

Japanese Import

Japan is renowned for its bizarre toys and goodies, so we were all dead chuffed to see Mark return from the Land of the Rising Sun with a bag of tasteful plastic trinkets to brighten up our office. Here we have a rather perky looking Doraemon, who clangs his cymbals when you wind him up. Not exactly the stuff of dreams, of course, but if it manages to bring a smile to our faces, you won't find us complaining.

80%

POCKET HELLO KITTY

Japanese Import

Another wee feline from Japan. This time Nintendo allow us to interact with Kitty like never before, watching her use the phone, play tennis, take walks and swing. All wrapped up in a lovely pink Tamagochi-style unit, you'd be hard pushed to find a sweeter digital chum to tinker with when out and about. It's just a shame that we can't read Japanese, because we haven't a clue what the cute cat is really up to – no matter how good she looks doing it. Oh, well. Anyone know if Wil left a Japanese dictionary behind when he left for Twycross?

83%

HORI N64 OFFICIAL CONTROLLER

Japanese Import

It just goes to show that the original controller will always win hands down. While it may look quite nice and compact, playing with it is nothing short of a nightmare. Nothing really feels right. For starters, there's a D-Pad in the middle of the unit and a chunky analogue stick to the side, both of which are very difficult to use accurately. But the most annoying thing about this controller has to be the shoulder location of the Z-trigger – very confusing when you have to play instinctively and you're used to the N64's pad layout. Definitely a case of form over function.

63%

MY VERY FIRST GAME BOY BOOK

Michael O'Mara Books Ltd • The High St • £6.99

Oh dear – looks like ol' Bowser's been at it again. This time he's been 'jumbling' and 'stealing' our plucky little plumber's tools. Now all we need is some pre-schoolers to flick the chunky, wipe-clean cardboard pages and solve the simple puzzles. Featuring all the stars from everyone's fave Ninty classic *Super Mario Bros*, this will no doubt be a great way to get your babber brother or sister up to speed with Shigsy's finest.

78%



WIN! A LITTLE KITTY!

Mark has kindly offered forth the cutesy little Pocket Hello Kitty which he bought while visiting Tokyo for Spaceworld. If you fancy blagging it, we suggest you answer this question…

'Akihabara' is the name of a district in Tokyo renowned for what?

a) The excellent local cuisine.
b) Electronic goodies.
c) It's where Shigsy lives.

Send your answer on a postcard or sealed-down envelope to:

Abra Akihabara Competition
N64 Magazine,
30 Monmouth St,
Bath,
BA1 2BW.

The first correct answer to be pulled out of the bag will be the lucky winner!

All entries to be in by November 24th.



AMAZON FOREST

Respected e-tailer 'branches' into games

As part of their general plan to take over the world, online merchants amazon.co.uk have started selling a pretty impressive range of PC videogames over the internet. Not a revolutionary idea in itself, but their range of N64 and Game Boy titles on offer at fair prices is definitely worth a look. Particularly worthy of note are the categories into which the games sub-site has been thoughtfully divided – sports, action, RPG and so on. We also like the fact that customers can write in and share their frank opinions on products that they've bought.



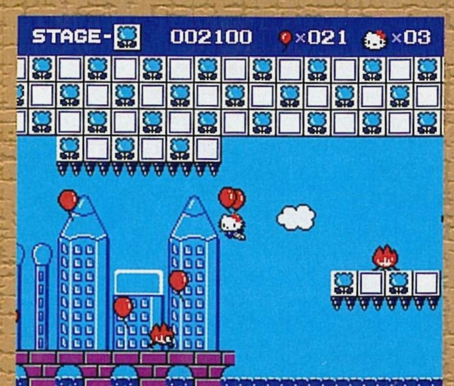
EVIL GAME FRENZY

American uproar over under-age selling

A recent report from the American Federal Trade Commission has led to a pledge from game retailers not to sell games with a mature content to sensitive youngsters. While this seems to mean very little, it in fact represents another move towards caution for the industry as a whole. Plus there's the fact that American trends often migrate to the UK a little while later. So, in the unlikely event (ahem) that somebody out there under 18 has got hold of *Perfect Dark*, you'd better watch out...

RETROWORLD

A cat and a bat from yesteryear.



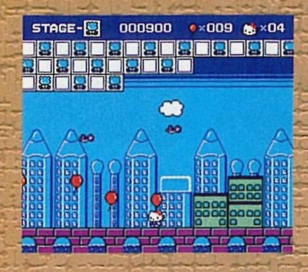
HELLO KITTY

Mario Co Ltd, 1992

Browsing Spaceworld's list of forthcoming titles – including no fewer than *four* hamster-related virtual pet games coming out on Game Boy Colour – had us pondering the plethora of crazy Japanese games that have varying degrees of success in making it over the seas.

Of those Japanese trends that attempt to wing it over here, you have your first-rate smashes (Pokémon), your abject failures (Doraemon) and your middling efforts (Hello Kitty). This last one, a cultural creation from the Sanrio company, has something of a cult following both Stateside and over here, and has been gradually acquiring devotees over the years. Feminists have latched onto Kitty's lack of mouth and feminine looks, seeing her as an symbol of something or other, whereas others are particularly fond of her curious brand of genuine cuteness.

Perhaps inevitably, a game arrived. And the smart money was on it being a 2D platformer. This NES effort – a direct clone of Nintendo's *Balloon Kid* – never made it away from the Land of the Rising Sun, which we're sure was a bitter disappointment to some. You play Hello Kitty as she wafts around the place by holding onto some balloons. As far as we can ascertain from the Japanese text, she's attempting to rescue her (male?) friend, who has drifted off into the sky.



What distinguished the *Balloon Kid* mechanics from the norm was the mildly disconcerting forced left-scrolling screen, plus some interesting floaty physics. The simplicity of the main character meant the NES could deliver a highly accurate rendition of the little sweetheart. This must have provided many hours of contentment for Japanese youngsters – perhaps the same happiness could be ours, with a *Hello Kitty* GBA game from Imagineer on the cards. Lovely!

ARKANOID

Imagine, 1986

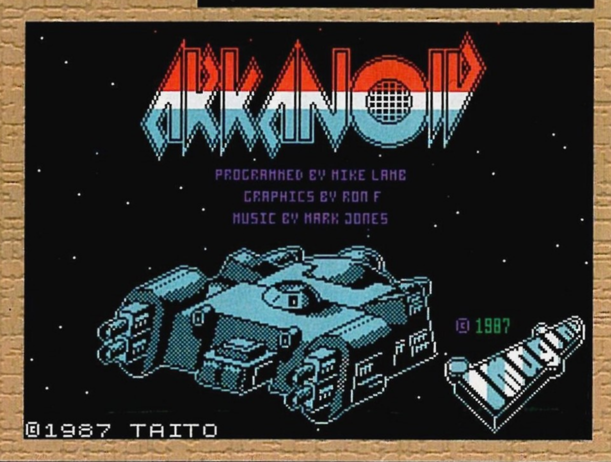
Pong, *Breakout*, *Thro' the Wall*. These early bat-the-ball-into-the-wall games (like squash without the grunting) were largely similar variations on a theme. All featured compulsive gameplay and simple graphics, but by 1986 gamers demanded more innovation for their two quid.

In steps *Arkanoid*, a high-tech, futuristic reinvention of the wheel. Things like blocks which required multiple hits had been seen before, but *Arkanoid* added an impressive variety of power-ups and odd happenings, like the ball-deflecting alien. Particular highlights included trying to juggle three balls with a seriously diminished bat – palpitation-inducing stuff. What stands out now is the smoothness with which the paddle glides from side to side – showing that there's always room to breathe new life into an old concept. Further proof, should it be needed, is the fact that Imagine managed to give us a nice bit of two-player co-op fun just before homework, *and* sneaked two decent sequels into the bargain, each a genuine improvement.



Despite going down as a Spectrum classic, *Arkanoid* also serves to remind us of what programmer Mike Lamb, *Excitebike 64* supremo, used to get up to in younger days. You can flick forward to the feature on page 30 to find out about the good Mr Lamb's views on Gamecube, but before you go, there's just one more thing: back in the days when fluorescent socks were de rigeur, Mike managed to create this bat'n'ball gem out of a mere 48K – which is an achievement akin to carving a polar bear from a grain of salt.

THE ERA AND TIME OF THIS STORY IS UNKNOWN. AFTER THE MOTHERSHIP ARKANOID WAS DESTROYED. A CRAFT VAUS SCRAMBLED AWAY FROM IT.





WIN! Pokémon: The First Movie

Turn the page for our regular round-up of Pokémon-related goods – complete with the chance to win a prize!

Turn to this page every month for the latest Pokémon news!

December 2000

62 Credits

CELADON TIMES

The Pika Paper for Pokémon!

It's official! UK contender crowned world's first Pokémaster!

Sydney has been one of the luckiest cities for us Brits this year. While our finest athletes did our tiny island proud in the 2000 Olympics, another of the almighty Blighty brethren has managed to bag a gold of his own.

Since the gruelling heats began in May this year, one million Pokéfans have pitted their carefully trained Pokémon against other contenders' monsters in some seriously tough battles. Our very own Darren Van Vuuren from Essex was one such trainer.

After qualifying in style for the Pokémon World Championships at the Millennium Dome in September, Darren agreed to fight it out against the game's elite players in Sydney University's 'Pokémon Park'. Up against some strong contenders, Darren managed to blast the opposition into submission through sheer power alone to make it to the final. Once there, it came down to the ultimate grudge match as he went head-to-head with Germany's Edwin Krause in one of the most heated battles seen in the tournament. With the contenders' blood reaching boiling point, Darren's masterful display came to a head as he dished out a good old-fashioned pummelling to take the World Championship crown and bring the glory back to Britain. An absolutely fantastic achievement for Darren and something for all to celebrate.

Blighty's Darren Van Vuuren denied Germany's Edwin Krause the crown.

The Pokémon Championships have been a massive success worldwide, and the spirit of the competition was outstanding throughout. As Minoru Arakawa, president of Nintendo of America explained, "These competitors may not speak the same language, but they all understand Pokémon, which any way you say it, translates as 'fun'". We couldn't have put it better ourselves.



11 Olympic Golds and now the Pokémon champ's crown. Sydney really has been kind!

Pokémania set to grip the world... again!



Going against the rumours spread by the growing number of Pokémon naysayers, pre-order copies of the forthcoming *Pokémon Gold* and *Silver* have reached a staggering 600,000 copies in the States, well in excess of Nintendo's projected figures for the titles.

With this in mind, sales of *Gold* and *Silver* over the first six months will be well on their way to the target of 10 million units set by Nintendo, making them the fastest and best-selling games the world has ever seen.

Once again, it's evidence that Nintendo are still a power to be reckoned with, despite the launch of their next-generation consoles being a while away.

We'll bet you'll fall for little Pichu as much as we have...

600,000 pre-orders? Nicely!

POKÉMON NEW GOODS

YOUR MONTHLY ROUND-UP OF ALL THINGS POKÉMON!

PIKACHU PYJAMA CASE

Golden Bear Products • The High St • £16.99

Ahh… The rosy-cheeked wonder-mouse is back and, as before, his fluffy, goodie-carrying style is more than welcome round our way. This one is the third of Golden Bear's Pika-themed cases, and by far our favourite. The absence of the black nylon straps that are found on his backpack and Game Boy-holding brothers (featured last issue) make him a right cuddly little blighter and no mistake. Turn the yella fella over and you'll find that you can unzip his bot to reveal a silky interior ready to be laden with your favourite jim-jams. Pika's made a right fatty in the process, but he's adorable nonetheless.

92%

POKÉMON 2001 CALENDAR

Danilo • The High St • £6.99

Okay, we know 2001 is still miles away, but this is ace. Featuring all the usual suspects from the Pokémon world, like Ash, Misty, Brock and Pika, this is all you'll need to help you figure out what day it is when your brain has let you down. The pictures inside are pure class, with your favourite Pokémon in some seriously scary attacking poses. But what's rather bizarre is the fact that the makers have decided to include a list of traditional and modern gifts for wedding anniversaries – vital information for every Pokémon enthusiast…

80%

POKÉMON JELLY LOLLIPOPS

Crazy Concepts • Tesco • 55p each.

These are utterly fantastic, and cheered up an otherwise dull day no end. Made of the finest, sugar-coated, er, jelly, and lovingly decorated with icing, these are top-notch Poké-sweeties that'll bring a smile to anyone's face. Taste-wise, we're talking light, full-bodied with a fruity palate-attack that invites extensive puckering. They're quite large too, so you can expect to be sucking on your Jigglypuff for quite some time. 55p well spent.

85%

POKÉMON POP-UP PLAY-TENT

Worlds Apart • The High St • £29.99

Hmmm. We're not too sure about this one. It's obviously not the kind of thing most of you will want erected in your house or garden, but no doubt there are plenty of little brothers and sisters out there who will be more than happy to set up camp in a plastic, Pika-emblazoned igloo. This will probably make a decent Chrimble present for any young 'uns, but most of you will want to give this kind of thing a wide berth…

72%



POKÉMON: THE FIRST MOVIE

Warner Home Video • High St • £15.99

Oh, come on. If you don't know about this one then you need a good slapping. It's the video release of the monster summer smash which sees Ash and his Pokémon pals go at it like never before. If you were foolish enough to miss it the first time round then this will be essential. If you did see it, you should just go out and buy it anyway to enjoy it all over again. Sadly, the price is a little steep – but you could always ask for it for Christmas, as other Pokémentalists out there most certainly will.

90%

PIKACHU FOAM BATH

Grosvenor • High St • £4.99

This isn't particularly bad, but, to be honest, there was always going to be a limit as to how many plastic effigies of that sprightly electric mouse one office can hold. We *do* love the little fella, but this is getting out of hand. Give it a month and we'll have to wade into work through a flood of yellow rubber just to get to our desks. Basically, it's a plastic Pika with a removable bottle of foam bath inside his butt. Amusing maybe, but unless you can't live without the sight of Pikachu in your bathroom every morning, feel free to give this one a miss.

70%



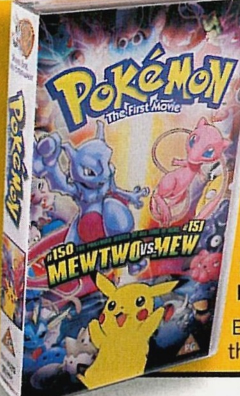


WIN! THE POKÉMOVIE!

Anyone fancy getting their hands on Pokémon: The First Movie? Thought as much. Well, to stand a chance of Pika'n'pals turning up on your doormat, just answer this simple question…

Deniryu is the Japanese name for the final evolution of which new Pokémon from *Gold* and *Silver*?

a) Yamikarasu
b) Ariadosu
c) Meriipu



The first correct answer pulled out of the bag will be sent a copy post-haste.

Send answers on a postcard or sealed-down envelope to:

Deniryu Who?!
N64 Magazine,
30 Monmouth St,
Bath,
BA1 2BW.

Entries to reach us no later than 24th November, please!



THIS IS THE JOURNAL OF KIT SCOTT ESQ, ADVENTURER AND EXPLORER, AGED 10½
DAY 15 MOUNT ARAMIR. BLIZZARDS
I can hardly write my hand is shaking so much, and not just from the bitter wind ripping around the rock we're huddled behind. We've just had the narrowest escape in the history of narrow escapes. The weather was bad, we couldn't see in front of our faces for blinding snow, when we stumbled upon a cave, and decided to shelter until morning. Loreth was lighting the fire when I heard it. At first I thought it was the wind roaring outside, then Loreth screamed.
It was an Orph Cat. The sort of cat whose idea of playing with a ball of wool is mauling a sheep.
It was coming towards us, and it looked hungry. In desperation I threw a Fruit Pastille into the creature's open jaws. While it was distracted by chewing, we escaped. These 'five fruits of the Rowntree' had better be pretty nice, cos at this rate I'll never get to taste them.
THIS WAS THE INSCRIPTION FROM THE CAVE. I HAVE NOT HAD TIME TO TRANSLATE IT YET
ROWNTREE'S FRUIT PASTILLES
Chewy enough to stop an Orph Cat
SEARCH FOR THE ROWNTREE
CONTINUES @ WWW.ROWNTREES.CO.UK

COMING SOON

Updating you on the N64 games of the future

QUICK JUMP TO ▶ NO MERCY p24 SPIDER-MAN p22 ULTIMATE WAR p25 EAR TO THE GROUND p25



NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Q & A

What's Carnivalé: The Movie about?
Apparently, a group of innocent kids playing on the beach manage to get trapped in a sinister amusement park. If they fail to escape sharpish, they'll be frozen there forever.



Cripes. And who voiced it?
Bizarrely, the UK's own Helena Bonham Carter and Hugh Laurie, amongst a host of other lesser-known actors. But those of you with a bit of a liking for either Ms B C or Mr Laurie will have to wait for word on whether the two stars will be providing voices for the actual game or not.

INFO BURST

CARNIVALÉ	
FROM:	Vatical
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Dec 5	TBA	TBA

ANTICIPATION RATING



△ *Look at the number of right-angled turns on that track map. Worrying.*



△ *The hero's a real pallid weakling – that 'test your strength' machine is only likely to make him feel sad.*

◁ *Carnivalé doesn't look half bad – but what exactly is it all about?*



△ *Blasting the feathers off ducks isn't easy with those strange ascending and descending things in the way. Blast!*

Carnivalé

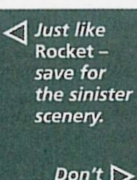
All the fun of the fair.

Just when we thought that the Spaceworld and ECTS shows had drained the N64 world of surprises, Vatical reveal the trick up their sleeves. *Carnivalé* is based on an animated movie created by a buddy of Tim Burton's, stars a clown called Cenzo, and is very, *very* odd.

Much like the first level of *Rocket: Robot On Wheels*, *Carnivalé* is set inside a spooky theme park, with rides and attractions only opening when you've collected a certain number of coins. There's a worryingly small number of different rides – just five, including a ghost train and rat-infested sewer trip – but that's in addition to a host of minigames, including 'test your strength' machines, freaky Punch & Judy shows, and a duck-based shooting gallery.

And that's as much as we know. *Carnivalé*'s rides *seem* to play like *Mario Kart* – with weapons to pick up and employ against your CPU rivals – but the horrendous 90° turns on some of the tracks would make for some truly frustrating racing. Hopefully, all will be clear by next month.





◁ *Just like Rocket – save for the sinister scenery.*

Don't bank on seeing the movie in the UK, mind. ▷



Star Wars Battle for Naboo

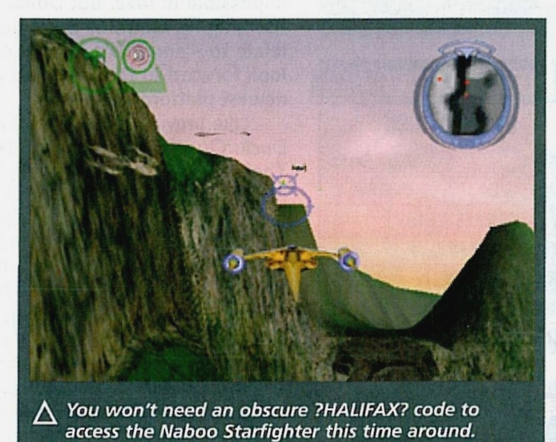
A sequel that's also a prequel.

Factor 5 have been quiet as mice since wowing us with *Battle for Naboo* at May's E3 show – too busy throwing together that stunning Gamecube Star Wars demo, we'd wager. This month, though, they've chucked a fresh batch of screens in our direction, and set our hearts racing all over again.

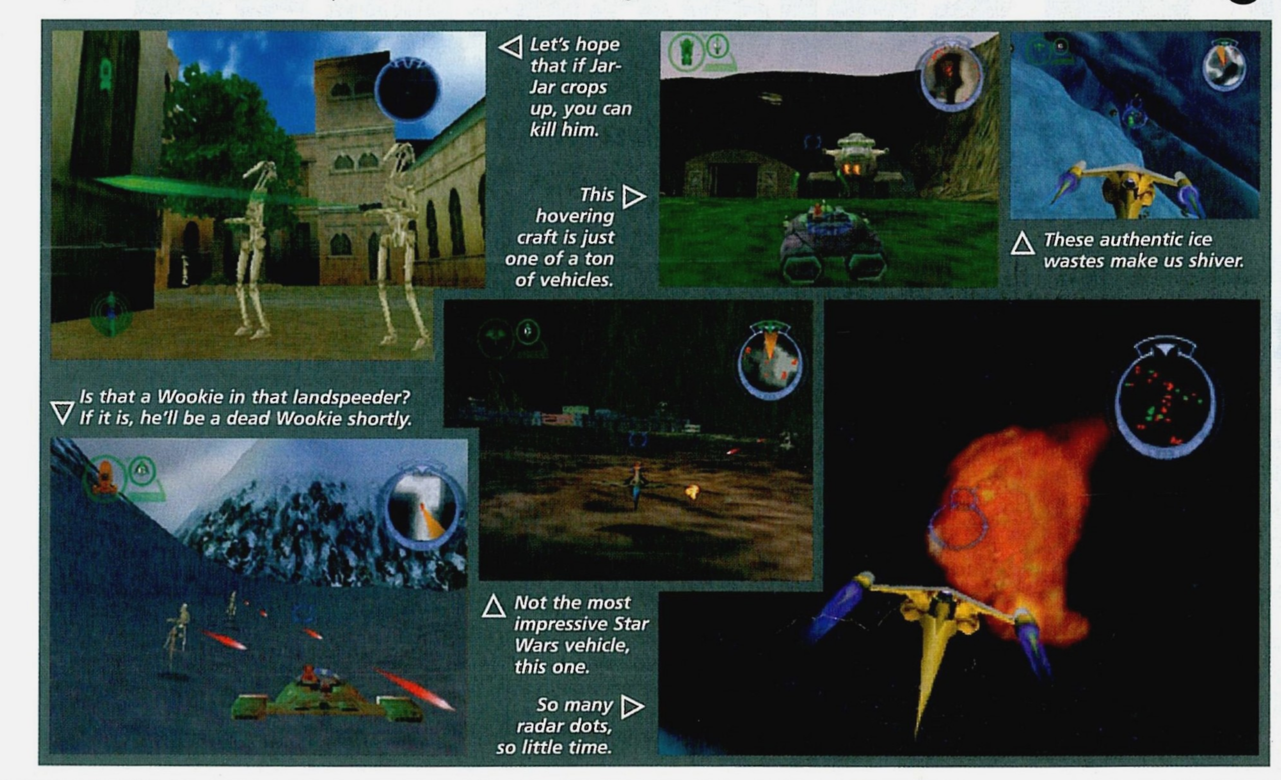
Although it takes place on and around the planet of Naboo rather than Tatooine, and features Gavin 'Who?' Sykes in the starring role rather than Luke Skywalker, *Battle for Naboo* is essentially *Rogue Squadron: Part 2*. There's a wide range of vehicles to pilot – this time from the Star Wars: Episode 1 era – a hefty number of grassy, muddy and built-up areas to scream over, and a satisfyingly varied batch of missions, from mounting an assault on an enemy base in an aquatic Naboo craft, to the simple task of sending hordes of STAP droids toppling over in a torrent of your own laser fire.

The multi-climate environments of Naboo come dressed in the same beautiful hi-res visuals that made *Rogue Squadron* such a treat for the eyes, making the mile after mile of rolling hills, icy wastelands and murky swamps look staggeringly close to the movie's own. The range of ground-based vehicles mean the local fixtures will often be closer than ever – but, this time, there's also the chance to break free of your home planet's orbit and engage in frenetic mid-space battle.

Star Wars: Episode 1 might not have been the world's greatest sci-fi flick – but the chance to guide a Naboo Starfighter into the heart of a Federation Control Ship and blow it to smithereens is still a rather lip-moistening prospect. We'll bring you more info as soon as we have it.



△ You won't need an obscure ?HALIFAX? code to access the Naboo Starfighter this time around.



◁ Let's hope that if Jar-Jar crops up, you can kill him.

This hovering craft is just one of a ton of vehicles. ▷

△ These authentic ice wastes make us shiver.

▽ Is that a Wookie in that landspeeder? If it is, he'll be a dead Wookie shortly.

△ Not the most impressive Star Wars vehicle, this one.

So many radar dots, so little time. ▷

Q & A

Fast and furious?
Most definitely. A sense of speed wasn't Rogue Squadron's *strong point, but, by taking you right down to the planet's surface to skim through the ridiculously tight gaps between buildings and blast at Federation foot patrols,* Battle for Naboo *looks all set to fix that.*

Sounds tricky.
Luckily, the game features a 'dynamic difficulty level'. Basically, Battle for Naboo *will sense if you're really struggling to complete a level, and adjust the accuracy and AI of the bad guys to compensate. Conversely, if it's all too easy for you, things will get tougher.*



And it looks good?
To be honest, it doesn't look all that different to Rogue Squadron. *But there are improvements – including real-time lighting that sees walls and vehicles reflect the glow of lasers, thrusters and explosions, and a doing-away with of the fogging that cursed some sections of* Battle for Naboo's *prequel. And if you're the proud owner of an Expansion Pak, expect* Battle For Naboo *to put the little red-and-black box of tricks to very good use.*



INFO BURST

BATTLE FOR NABOO

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	Dec	TBA

ANTICIPATION RATING

GO! GO!

Donald Duck

A quacking new platformer?

Most of Walt Disney's cartoony creations are overbearingly cute – Mickey Mouse, for example, with his wine glass-shattering voice, is impossible to love. But Donald Duck's frequent fist-flinging tantrums make him far easier to relate to – and that's at least one good reason to look forward to the imminent arrival of Ubi Soft's newest platformer.

Like previous Disney release *Tarzan*, *Donald Duck: Quack Attack* features two types of level. The first sees Donald strutting from left to right past a succession of familiar platform-style backgrounds, smacking wandering cronies on the head with his flippy-flappy duck feet and collecting the four pieces of wheel that open the door to the boss. The second brand of level brings head-on running-and-jumping back to the N64, as Donald races towards a distant tunnel exit or sprints away from runaway lorries.

It all looks solid enough, and the uncomplicated play and intuitive controls should hopefully give fans of *Kirby* and *Yoshi's Story* plenty to grin about – and also help Ubi Soft avoid being on the receiving end of a Donald-style drubbing.





From the looks of this, flip the camera to face the other way and you've got Tarzan.

That stranded baby duck needs saving, Donald.

The range of good-looking cartoony cut-scenes rivals even the ones in Duck Dodgers.

Q & A

There's no precision jumping, is there?
There's plenty of gaps to leap over, certainly, but Donald Duck's controls are extremely forgiving, making frustrating deaths at the hands of seemingly unavoidable falls uncommon.

And we can expect his typical tantrums?
Yep. For a duck wearing an ill-fitting sailor boy's outfit, Donald starts each level with a particularly arrogant swagger, but his mood worsens when he's injured by enemies. After the first hit, Donald momentarily becomes an invincible angry whirlwind of flying fists and kicking feet before grumping ahead. But if he then takes another blow, the duck's, er, goose is cooked.

Who's in the supporting cast?
It includes Daisy Duck, Merlock the Magician and Huey, Louie and Dewey, all helping to ruin Donald's day.

INFO BURST

DONALD DUCK	
FROM:	Ubi Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT? US: Nov · UK: Nov · Japan: TBA

ANTICIPATION RATING: 2/5

Spider-Man

Another superhero web-slings onto the N64.

More shots this month of Activison's *Spider-Man* and, although we admit we were a little sceptical about this at first, it's actually looking quite impressive.

Developed originally for the PlayStation by Neversoft, the N64 version is being ported over by Edge of Reality – the people who bought us the superb *Tony Hawk's Skateboarding*. It's pretty much the same as the PlayStation version, which is no bad thing, but N64 owners can expect filtered graphics and smoother animation instead of the PlayStation's lengthy cut-scenes and voice-overs.

While Spider-Man is most famous for his web slinging, it's not all about swinging from one New York rooftop to another. We've witnessed Spidey sneaking around inside buildings, crawling on walls and ceilings to avoid detection; balancing on a train while battling a succession of lizard men; and solving simple puzzles.

With three huge bosses to tackle, and a host of recognisable comic-book characters who drop in to help Spidey with his 17 missions, we're hoping this superhero follows in the footsteps of Shadowman rather than Superman.





Reminds us a bit of Superman, this. Pray that's where any similarity stops.

Catching thieves, just like flies.

Peter Parker's Spidey Sense must really be tingling now.

Q & A

So, there's three big bosses, then?
Yep – namely Scorpion, Rhino and Venom – and they all require Spidey to use different tactics in battle. Scorpion, for example, can only be beaten with a spot of bare-fisted scrapping.

And what about those other familiar faces?
Well, fans of Marvel's comic books will no doubt be delighted to witness appearances by Black Cat, Daredevil, J Jonah Jameson and MJ.

And does this superhero have super powers?
Oh yes indeed. In addition to the web-slinging and wall-crawling shenanigans that we've already mentioned, Peter Parker's alter-ego should also come equipped with some of that famous Spider Sense – warning of imminent danger or helping to locate a specially tuned Spider Tracer.

INFO BURST

SPIDER-MAN	
FROM:	Activision
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT? US: TBA · UK: TBA · Japan: TBA

ANTICIPATION RATING: 3/5



△ It's the poor man's version of the GoldenEye room.

Batman of the Future

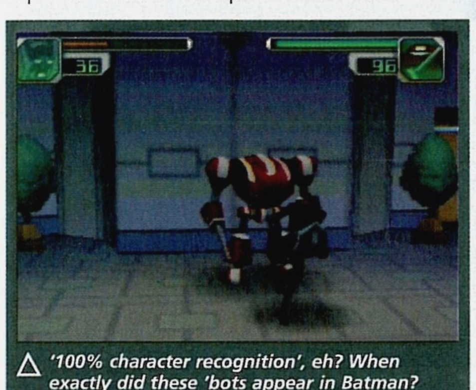
Pow! Zap! Holy bananas, Batman!

Back in the hazy days of issue 44 we unveiled details of Ubi Soft's bat-based scrapper. Since then we've given it a thorough playtest and got to grips with the winged crusader good and proper.

As a straightforward, sideways-scrolling beat-'em-up, this is a tad repetitive, and pretty basic in the looks department. But its developers have a few surprises up their sleeve.

At the beginning of every level, the Batster has to choose one of four power suits. There's the standard, all-purpose suit, which allows access to all the weapons; the nimble suit, which lets Batman leg it around at alarming rates; the defensive suit, which better shields Batman against enemy attacks; and the offensive suit, geared towards good old fistfighting. The suit you pick makes an impressive difference to the way you'll play the game, and they're so well balanced, we couldn't pick a favourite.

With a range of weapons including flailing nunchakas, the Bo staff and the 'Batarang', we're hoping this turns out to be a corker. Expect a review in a couple of issues' time. Ⓝ



△ '100% character recognition', eh? When exactly did these 'bots appear in Batman?

Q & A

A sideways scroller? Is it going to be rubbish?
The gameplay is pretty elementary – you walk right until you come across a couple of goons. Bash them up, collect the key that one of them has dropped and proceed into the next room. At certain points, you'll come across a boss character you should recognise.



So, what more can you say about it?
Well, the developers have aimed for what they call '100% character recognition', which means that you can look forward to seeing all manner of henchmen and villains from throughout Batman's crime-fighting career.

Including the Joker?
You bet – though he's the version from the Batman of the Future animated series. Still scary, mind.

Isn't Bruce Wayne rather an old gentleman by now?
Certainly is, which is why the mantle of the Bat has been passed to his successor in BotF. Bruce pops up as something of a mentor, a modern-day equivalent of Albert the butler.

INFO BURST

BATMAN OF THE FUTURE	
FROM:	Ubi Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Oct	Dec	TBA

ANTICIPATION RATING



Q & A

How many arenas?
Ten in all, and they're absolutely huge. But if you prefer a fight in more confined quarters, there's the chance to gallop out of the squared circle and take the fight backstage – just like on the telly.



Full entrances?
Every wrestler strides into the arena accompanied by his very own theme song – updated to match the latest tunes for characters like Chris Benoit and The Undertaker – and then whips up the audience with a custom taunt.



Blood?
We wish. Thanks to nervous German censors, THQ have removed bloodshed from all European versions of the game. If you're keen on seeing the red stuff gushing, the American version of the game – and, presumably, the Japanese translation, too – will feature buckets of it.



INFO BURST

WWF NO MERCY

FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	Yes

WHEN'S IT OUT?

US	UK	Japan
Nov	Dec	TBA

ANTICIPATION RATING



The entrances are much more attractive in *No Mercy* – it's all to do with the backgrounds, see.

Slamming someone against the side of the cage is hugely satisfying. Crunch!

The CPU players are only too happy to grab a metal cabinet and smash it over your head.

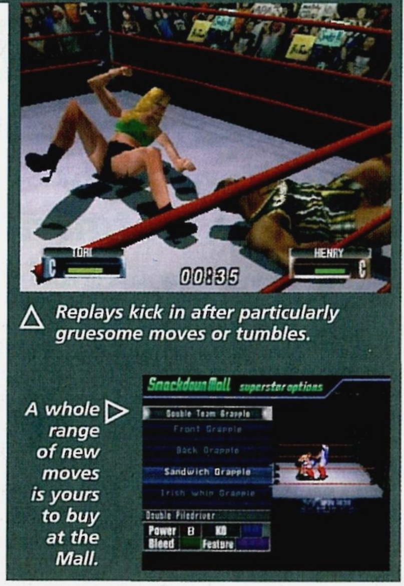
The create-a-wrestler mode offers you a gobsmacking amount of things to tweak.

WWF No Mercy

THQ are putting in some People's Elbow Grease.

THQ have blessed the N64 with a long line of consistently brilliant 'rasslers (unless you count *WCW/NWO Revenge*, but we'd rather not get into that argument all over again). *WWF No Mercy* will, without a doubt, be the best yet.

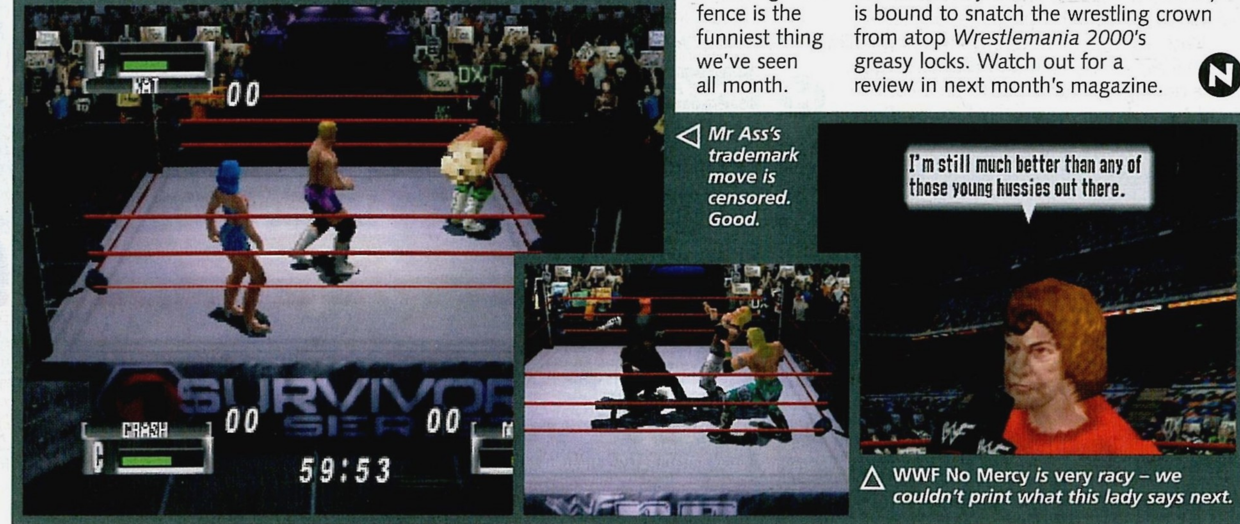
The latest version of *No Mercy* we've played features a completed Cage Match mode which, despite the cage itself mysteriously lacking a fourth side, is tremendous fun. Wrestlers who make it to the top of the wire mesh take an age to climb over to victory, giving their opponents ample time to scamper over and shake the cage for all they're worth. The sight of 220lb of muscle and fat clinging for dear life onto a rapidly wobbling wire fence is the funniest thing we've seen all month.



Replays kick in after particularly gruesome moves or tumbles.

A whole range of new moves is yours to buy at the Mall.

With unique match line-ups for each championship belt, a 'choose your own adventure'-style career mode, *and* an intriguing *Perfect Dark*-esque link with the Game Boy version, *WWF No Mercy* is bound to snatch the wrestling crown from atop *Wrestlemania 2000*'s greasy locks. Watch out for a review in next month's magazine.



Mr Ass's trademark move is censored. Good.

WWF No Mercy is very racy – we couldn't print what this lady says next.



The 'TV news' sections of Ultimate War are scarily realistic – the roving camera shakes with every shell that's fired.

That's one of your airborne troops preparing to drop a present – perhaps even a nuclear one – right into the lap of the enemy.

Ultimate War

War's good for something after all.

The 64DD is dead – but *Ultimate War*, a turn-based battle sim originally destined for the N64's ill-fated disc-drive add-on, is very much alive, with World War III in its entirety now crammed onto a hefty 256Mbit cart rather than a clunky plastic disc.

The meat of *Ultimate War* is some deliberately old-school strategy that flies in the face of *Command & Conquer* and sons. You've got as much time as you like to decide where to drag your European and Japanese tanks, troops and planes on the moodily-lit map, after which it's thumb-twiddling time as the computer ponders its next move. The waiting pays off, though – at the end of each turn, you're treated to some breathtaking, atmospheric battles viewed through a roving TV news camera.

The niche market that *Ultimate War* occupies means European gamers are unlikely to be blessed with a PAL version of the title, but Japan will be enjoying bloodthirsty battles in little over a month's time. We'll bring you a full review then.



Most of the warring takes place on mainland Japan, but there are bonus maps aplenty.

Red tanks nearby. There's a fight in the making – which means more gorgeous battle footage.

Q & A

'Roving TV news camera', you say?
Yep. The camera pans and zooms in a perfect recreation of on-the-spot news reporting, and even jiggles about realistically when the cameraman scampers over a hill to get a shot of an ongoing battle.



Pretty?
Crawling ground troops, shell-spitting tanks and even nuclear explosions are rendered in truly staggering detail. Coupled with that authentic camera movement, it's unnervingly close to real-life war footage.



Wasn't online play planned?
Yep. Up to four Ultimate War *owners from anywhere in Japan would have been able to get stuck into an online battle using the 64DD's internet service, Randnet. But that possibility has flown out of the window now that the game has moved to the cartridge format.*

INFO BURST

ULTIMATE WAR	
FROM:	Seta
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	TBA

ANTICIPATION RATING

AN EAR TO THE GROUND

It's official, then – **Resident Evil: 0** is no longer in development for the N64. "The decision to cancel was made due to the technical restraints of the N64," is the official word, which seems a bit odd considering how successfully *Resi 2* was converted. But *RE:0* is, thankfully, destined for Gamecube, and should be ready in time for the machine's July release in Japan.

After last month's disappointing news that *Spider-Man* might be a US-only release, here's one in the eye for our transatlantic chums. **Taz Express**, which we've described as 'only slightly more involving than a Kevin Bacon convention, and just as ugly', isn't destined for an American release. Poor souls.



If you were planning to rush to the shop on Boxing Day to collect your copy of **Paper Mario**, there's disappointing news from Nintendo HQ. The game has been pushed back to a 'probable' early 2001 release in America, which inevitably means we won't see it in the UK until Easter or even later. With only **Pokémon Puzzle League** destined for a December showing, there's precious little to fill your stocking with N64-wise this Christmas.

Vatical Entertainment's bulging line-up of N64 titles have had all their release dates pushed back. Except for **VR Powerboat**, that is – the promising watery racer last seen at the E3 show has now been cancelled. **Polaris SnoCross, Sea-Doo HydroCross** and **Carnivalé** – the creepy funfair game previewed on page 20 – are all still destined to show their faces pre-Christmas, though, and we'll have more on all three games next month.

Nintendo have finally confirmed a release date for **Mario Party 3** in Japan – December 7th 2000 – which should mean that we can expect to clap eyes on it in the UK not long into next year.



INFORMATION station

chart updates • release list • most wanted • most played

Planet 64 Information Station is your one-stop spot for tracking release dates of forthcoming titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them with your letter or compo entry. We want to know what you think and we don't care how you tell us!

GAME Top 10 Official UK N64 chart

Tips for Top Ten on p78

Pos	Title	Publisher	Released	Movement	N64 review
1	Pokémon Snap	Nintendo	Released 09/00	Non-mover	Issue 45 80%
2	Perfect Dark	Rare/Nintendo	Released 06/00	Non-mover	Issue 42 96%
3	Pokémon Stadium	Nintendo	Released 04/00	Non-mover	Issue 41 90%
4	Mario Party 2 (NEW!)	Nintendo	Released 10/00	New entry	Issue 42 87%
5	ISS 2000 (NEW!)	Konami	Released 09/00	New entry	Issue 46 90%
6	Turok 3	Acclaim	Released 09/00	Last month's chart position – 4	Issue 46 82%
7	Rugrats Treasure Hunt	THQ	Released 10/99	Last month's chart position – 5	Issue 33 48%
8	Rayman 2	Ubi Soft	Released 10/99	Last month's chart position – 9	Issue 35 73%
9	Michael Owen's WLS	THQ	Released 09/99	Re-entry	Issue 33 84%
10	Turok: Rage Wars	Acclaim	Released 11/99	Re-entry	Issue 35 87%

Top 5 Import chart

Source: CA Games (0141 334 3901)

Pos	Title	Publisher • Genre	N64 review
1	Mario Story	Nintendo • RPG	Issue 47 • 85%
2	Turok 3	Acclaim • ACT	Issue 46 • 82%
3	Harvest Moon 64	Natsume • RPG	Issue 39 • 90%
4	ISS 2000	Konami • SPT	Issue 46 • 90%
5	Mario Tennis	Nintendo • SPT	Issue 47 • 91%

N64 5 Most played

Pos	Title	Publisher	Genre	N64 review
1	Rush 2049	Midway	RAC	Issue 48 • 91%
2	Mario Tennis	Nintendo	SPT	Issue 47 • 91%
3	Perfect Dark	Rare/Nintendo	ACT	Issue 42 • 96%
4	Legend of Zelda	Nintendo	ACT/RPG	Issue 24 • 98%
5	GoldenEye	Rare/Nintendo	ACT	Issue 9 • 94%

N64 5 Most wanted

Pos	Title	Publisher	Genre	Release
1	Zelda Majora's Mask	Nintendo	ACT/RPG	JPN: Now; UK: November
2	The World is Not Enough	Eurocom/EA	ACT	US: November; UK: November
3	Eternal Darkness	Nintendo	ACT	UK: TBA; US: TBA
4	Banjo-Tooie	Rare	ACT	UK: TBA; US: TBA
5	Conker's BFD	Rare	ACT	US: TBA; UK: TBA

Readers 5 Most played

Pos	Title	Publisher	Genre	N64 review
1	GoldenEye	Rare/Nintendo	ACT	Issue 9 • 94%
2	Perfect Dark	Rare/Nintendo	ACT	Issue 42 • 96%
3	Pokémon Stadium	Nintendo	FGT	Issue 41 • 90%
4	Legend of Zelda	Nintendo	ACT/RPG	Issue 24 • 98%
5	Super Smash Bros	Nintendo	FGT	Issue 36 • 90%

Readers 5 Most wanted

Pos	Title	Publisher	Genre	Release
1	Zelda Majora's Mask	Nintendo	ACT/RPG	JPN: Now; UK: November
2	Banjo-Tooie	Rare	ACT	UK: TBA; US: TBA
3	The World is Not Enough	Eurocom/EA	ACT	US: November; UK: November
4	Mario Tennis	Nintendo	SPT	JPN/US: Now; UK: November
5	Dinosaur Planet	Rare	ACT	UK: TBA; US: TBA

ULTRA RELEASE LIST

The latest information on every N64 and confirmed Gamecube title currently in development world-wide – updated monthly.

Easy-to-spot UK release dates – just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
• Nintendo 64			
November			
Donald Duck: Quack Attack	Ubi Soft	ACT	UK
F1 Racing Championship	Ubi Soft	RAC	UK
Hey you, Pikachu	Nintendo	ETC	US
Indiana Jones and the Infernal Machine	LucasArts	ACT	US
Mario Tennis	Nintendo	SPT	UK
Mia Hamm Soccer 64	SouthPeak	SPT	US
Mickey's Speedway USA	Nintendo	RAC	US/UK
Midway's Greatest Arcade Hits	Midway	ACT	US/UK
Ready 2 Rumble: Round 2	Midway	FGT	US
San Francisco Rush 2049	Midway	RAC	UK
Sea-Doo Hydrocross 2001	Vatical	RAC	US
Spider-Man	Activision	ACT	US
Star Wars: Battle for Naboo	Factor 5	ACT	US
The World is Not Enough	Eurocom/EA	ACT	US/UK
Tom and Jerry: Fists of Furry	Mattel	ACT	US/UK
Winnie the Pooh	Mattel	ACT	US
WWF No Mercy	THQ	FGT	US
Zelda: Majora's Mask	Nintendo	RPG	UK
December			
Aidyn Chronicles: The First Mage	THQ	RPG	US/UK
Batman of the Future	Ubi Soft	ACT	UK
Carnivalé	Vatical	ACT	US
Donald Duck: Quack Attack	Ubi Soft	ACT	US
Pokémon Puzzle League	Nintendo	ETC	UK
WCW Backstage Assault	EA	SPT	US
WWF No Mercy	THQ	FGT	UK
January 2001			
Excitebike 64	Nintendo	RAC	UK
February 2001			
Starcraft 64	Nintendo	STG	UK
2001/TBA			
AirBoardin' USA	Agetec	ACT	US
Animal Forest	Nintendo	ETC	JPN
Animal Leader	Nintendo	ACT	JPN
Army Men: Air Attack	3DO	ACT	UK
Army Men: Sarge's Heroes 2	3DO	ACT	US/UK
Banjo-Tooie	Rare	ACT	US/UK
Batman Beyond	Kemco	ACT	UK
Bomberman: The Second Attack	Hudson	ACT	UK
California Speed	Midway	RAC	UK
Catroots	Nintendo	ACT	UK
Conker's Bad Fur Day	Nintendo	ACT	US/UK

Game name	Publisher	Type	Country
Cruis'n Exotica	Midway	ACT	US
Custom Robo	Nintendo	ACT	US/UK
Custom Robo V2	Nintendo	ACT	JPN
Die Hard 64	Fox	ACT	US/UK
Dinosaur Planet	Rare	ACT	US/UK
Disney Dance Revolution	Nintendo	ACT	US/UK
Earthbound 64	Nintendo	ACT	JPN
Echo Delta	Nintendo	ACT	ALL
Eternal Darkness	Nintendo	ACT	US/UK
Fire Emblem 64	Nintendo	RPG	JPN
Frogger 2	Hasbro	ACT	US/UK
Glover 2	Hasbro	ACT	US/UK
Hey you, Pikachu	Nintendo	ETC	UK
Indiana Jones and the Infernal Machine	LucasArts	ACT	UK
Indy League Racing	GT	RAC	US/UK
Indy Racing 2K	Paradigm	RAC	UK
Jeff Gordon Racing	ASC Games	RAC	US
Kasparov Chess	Titus	SPT	US/UK
Kirby 64	Nintendo	ACT	UK
M&M Adventure	TBA	ACT	ALL
Madden NFL 2001	EA	SPT	US
Magic Flute	Sunsoft	ACT	JPN
Major League Soccer	Konami	SPT	US/UK
Mario Party 3	Nintendo	TAB	US/UK
Mega Man 64	Capcom	RPG	UK
Mission: Impossible 2	Infogrames	ACT	UK
Ms. Pac-Man Maze Madness	Namco	ACT	US
Mysterious Dungeon	Chunsoft	RPG	US/UK
NBA Showtime 2000	Midway	SPT	US
NFL Blitz 2000	Midway	SPT	UK
Paper Mario	Nintendo	RPG	US/UK
Pokémon Stadium 3	Nintendo	FGT	ALL
Rally Challenge 2000	SouthPeak	RAC	UK
Resident Evil: Zero	Capcom	ACT	ALL
Roswell Conspiracies	Redstorm	ACT	US/UK
Scooby Doo Classic Creep Capers	THQ	ACT	UK
Sea-Doo Hydrocross 2001	Vatical	RAC	UK
Shadowgate	Kemco	RPG	US
Sin and Punishment	Nintendo	ACT	ALL
Smurfs 64	Infogrames	ACT	UK
Spider-Man	Activision	ACT	UK
Star Wars: Battle for Naboo	Factor 5	ACT	UK
Star Wars: Demolition	LucasArts	RAC	US/UK
Sydney 2000	Eidos	SPT	US/UK
Ultimate War	Seta	STG	JPN
Viewpoint 2064	Sammy	ACT	US
WCW Backstage Assault	EA	SPT	UK

Game name	Publisher	Type	Country
• Gamecube			
Austin Powers*	Rockstar	ACT	US/UK
Batman*	Ubi Soft	ACT	US/UK
Castlevania*	Konami	ACT	US/UK
Disney 3D Adventure*	Rare	ACT	ALL
Donald Duck*	Ubi Soft	ACT	US/UK
First-person shooter*	Saffire	ACT	US/UK
Inspector Gadget	Ubi Soft	ACT	US/UK
ISS Dolphin*	Konami	SPT	US/UK
Jacques Villeneuve Racing Game*	Ubi Soft	RAC	US/UK
Killer Instinct 3	Rare	ACT	US/UK
Lylat Wars 2*	Nintendo	ACT	ALL
Mario*	Nintendo	ACT	ALL
Mario Kart*	Nintendo	RAC	ALL
Metroid 4*	Nintendo	ACT	ALL
Music*	Codemasters	ETC	US/UK
NBA Courtside	Nintendo	SPT	ALL
Perfect Dark 2	Rare	ACT	ALL
Picassio	Promethean	ACT	ALL
Pokémon X	Nintendo	ETC	ALL
Resident Evil: Zero	Capcom	ACT	ALL
RIQA	Nintendo	ACT	ALL
Robocop*	Titus	ACT	US/UK
Saffire	Saffire	ACT	US/UK
Shadowman 2	Acclaim	ACT	US/UK
Skyfall Midwinter Year Zero	Blade	ACT	ALL
Star Wars: Rogue Squadron 2	LucasArts	ACT	US/UK
Star Wars RPG*	LucasArts	RPG	ALL
The Road to El Dorado	Ubi Soft	ACT	US/UK
Thornado	Factor 5	ACT	US/UK
Title Defense	Climax	FGT	US/UK
Too Human	Nintendo	ACT	ALL
Top Gear Rally*	Boss Games	RAC	US/UK
Tour de France*	Konami	RAC	US/UK
Turok*	Acclaim	ACT	US/UK
V.I.P.	Ubi Soft	ACT	US/UK
Wave Race 2	Nintendo	RAC	ALL
Zelda*	Nintendo	RPG	ALL

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

VOTE!

There's only one way we can keep track of your gaming needs, and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER
Robert Rainey from London wins a copy of *Turok 3*!

PLANET 64 INFORMATION station
Top 5 vote 'n' draw

My five most played games are:	My five most wanted games are:

Name ....

Address ....

Postcode ....

Game wanted ....



THE GATEWAY TO GAMES





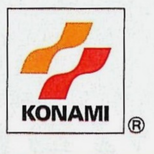






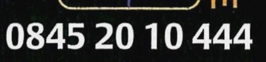
What better way to celebrate a new football season than with Konami's latest star player! Following on from the legendary ISS Pro Evolution, ISS 2000 boasts improved artificial intelligence, an all-new RPG mode and a special "Scenario Mode" which allows you to relive classic moments from real European Championship qualifiers! Order your copy now and we'll deliver it to your door, FREE!





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SHIGERU MIYAMOTO

THE INTERVIEW

The Spielberg of videogames? Pah. He's *much* more important.

There are many things that single out Shigeru Miyamoto as the world's greatest games designer. There's his gaming legacy, which stretches all the way back to the original *Donkey Kong*, and takes in such gob-smacking classics as *Super Mario Bros*, *Metroid*, *Zelda* and *Super Mario 64*. There's his philosophy, which demands that every game idea pursued by Nintendo is, above all else, *fun*.

But perhaps the greatest thing about Shigsy is that he's *human*. While the coders at Rare, Konami and Capcom remain silent, faceless and anonymous, Nintendo are blessed with a man who smiles, laughs, signs autographs, plays the banjo, and – to the joy of the audience watching the *Meowth's Party* demo at August's European Gamecube announcement – dances and plays air guitar as he demonstrates his latest, greatest work. Shigsy truly is 'the man'.

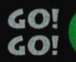
So, what's going on inside the head of this genius, innovator, and thoroughly nice chap? Our face-to-face interview gave us the chance to find out...



△ *Even Ganon's grotesque fingernails are rendered perfectly on Gamecube.*



△ *Just look at the glowing transparency effects on those ghosts. Incredible.*



THE GAMES
Look! The Gamecube release list! It's... growing...

In development...

Mario 128
Shigsy's demo – finished and likely to be bundled with the console.

Star Wars: Rogue Squadron 2
Blasting with visuals to match the movies.

Thornado
Factor 5's ambitious marriage of Zelda and Jet Force Gemini.

Perfect Dark 2
Jo Dark returns – or does she? – in an eye-popping shooter.

Mickey's Big Adventure
A 3D platformer from Rare starring the Disney line-up.

Metroid
Top-notch exploring and blasting with The Lady in an Orange Suit.

Too Human
Human-machine hybrids abound in Silicon Knights' moody third-person blast.

Pokémon GC
A stunning 3D version of the GB games, confirmed by Mr Yamauchi.

Resident Evil: 0
Zombie-filled scares exclusively for the Gamecube.

Luigi's Mansion
Probably not the final name for Shigsy's follow-up to Mario 64.

Zelda GC
Jaw-droppingly gorgeous battles with Ganon are a given in Gamecube Zelda.

Wave Race 2
Realistic waves, slick stunts and some next-gen visuals.

Robocop
Part man, part machine, all frantic, crime-riddled big-gun action.

GAMECUBE UPDATE



TOO HUMAN

Silicon Knights' mature adventure for the next generation.

Originally planned for a PlayStation release (until Nintendo bought a share in developer Silicon Knights), *Too Human* is a sinister third-person adventure, combining adventuring and blasting to create a promising Gamecube launch title. A video treated Spaceworld visitors to a selection of FMV cut-scenes from the game, revealing the star – a livid-looking hybrid of human and machine – in astonishing detail. "One of our goals is to make the integration of FMV and gameplay totally seamless," says Silicon Knights' Denis Dyack. "We'll be able to create a level of immersion that you've never seen, and create mature content that's also cerebral. People will be *very* excited."

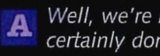
Q Gamecube's described as 'the first of its kind'. Why?

A *We're advocating that from the standpoint of game creation. Of course, based on the specifications, there are different perspectives, and opinion will inevitably differ. Is Gamecube the best graphics-rendering machine ever? No, it isn't. But from the viewpoint of software creators, Gamecube is the most powerful and well-balanced games machine, and the cheapest to develop for. That's why we say it's 'the ultimate videogames machine and the first of its kind'.*

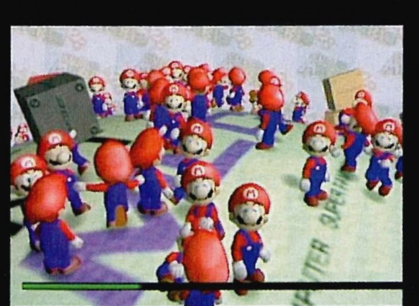
Q What's the Gamecube philosophy?

A *It's very simple. Multi-purpose games machines so often end up being machines that can't do anything. I've seen many hardware manufacturers say, "Look, we've made the machine, it's up to you to decide how to use it". I don't like that. Now is the time that the game creators should get together to lead the market. Nintendo are good at entertaining, and we guarantee that Gamecube will be fun. We can be proud of providing guaranteed-quality software.*

Q Will Gamecube win the upcoming console wars?



A *Well, we're not cowards, but we certainly don't have any intention of fighting anybody. As far as 'console wars' are concerned, please count us out. We like to go our own way. But we are working on what gamers want – and that's fresh and exciting games. I want Gamecube to be a machine the whole family can use, and we don't want them to think about how much it will cost. That's enshrined in the controller design, the box design, the cheap chipsets and the reasonable price. Those of you that have experienced Super Mario Bros in your childhood may now be of the generation where you have children that are starting to play games. That's what videogames should be – things the whole family can play.*



△ Super Mario 128 *took Shigsy just* three days *to write on Gamecube.*



"I had much more to show at Spaceworld but the PR department told me 'no'!"

Q Will Gamecube represent the same leap that N64 did?

A *The evolution from N64 to Gamecube will be similar to the leap from the NES to SNES. It will offer a matured version of existing technology. Having said that, I'm sure your introduction to Gamecube will match your first experience of* Super Mario 64.

Q Are you happy with the move from cartridges to discs?

A *Yes, you're actually touching a very sore point there, but, as a matter of fact, I'm not too concerned about it now. We've taken a variety of measures to prevent loading-time problems with the discs. The sheer amount of memory is enough to get over the problem, and I don't think you'll see much difference in terms of having cartridges or not. But we've noticed that PlayStation owners are very generous when it comes to waiting for games to load!*

Q How long did you spend designing the controller?

A *The Gamecube controller is the one that I've spent the longest time on – it's around three years since I first started work on the design, and there were 40 or 50 different versions after the original concept. Our user target is very general – even a person who's never touched a controller can use the Gamecube joypad. Your grandmother can use it, even children with small hands can use it.*

Q What can we expect from the big Nintendo characters?

A *I have to admit that, of course, we are working on Gamecube games featuring our most popular characters. The staff members who worked on Lylat Wars are very eager to work on a new game, too. But there are lots of potential projects that we have to review simultaneously, and, frankly speaking, I don't want a situation where our creative staff are solely occupied with the continuation of established game series.*

Q What about *Metroid*?

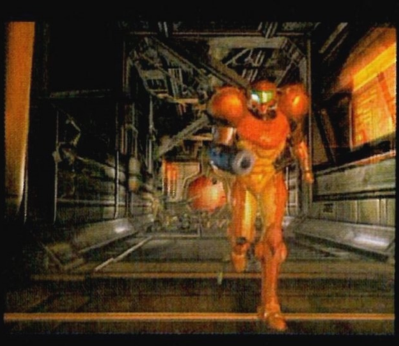
A *Of course, you saw Metroid in the demo footage. But there was no sign that said "This is a Metroid game". Many people asked about a new version of Metroid, what we can expect from Metroid and so on, so we showed some footage! What is important is that we start with ideas, then make characters and so on, and see what's good and what's bad as we go along.*

Q So does *Luigi's Mansion* show the more mature side of the Mario brothers?

A *Yes. I think you will agree that in the Gamecube footage, Luigi is less childish than he used to be. That's what I meant when I was referring to Mario and*



△ *Created using* Pokémon Stadium *models,* Meowth's Party *'rocked'.*



△ *Shigsy's extremely cagey about Retro Studios'* Metroid *on Gamecube.*

Luigi becoming more mature – in terms of the look of the game and the character. I didn't mean that Mario would be like Conker's Bad Fur Day*!*

Q Are you keen on creating some new characters?

A *Can you write down some new characters that I can use? [Laughter] Well, you know Pokémon has become so powerful that I think I had better come up with some new characters!*

Q Why not show us more games now?

A *We're very aware of the leakages of game secrets, so we don't want to reveal even what kind of games can be expected. I had much more to show at Spaceworld, but the PR division told me 'no'! About 70% of our staff members are now devoting themselves to Gamecube and GBA games.*

Q Do you see a future for 'interactive movies'?

A *We are making interactive entertainment. We can all be the pioneers in creating something different from movies. When people say 'we are going to make an interactive movie', they are really saying 'let's spend money on gorgeous graphics and sound'. I think we should be spending time and money making magic. You may have seen* Animal Forest *on the N64. This encourages communication between parents and children, and doesn't have the concept of levels of difficulty, or hurting others. I'm looking forward to realising this approach on Gamecube.*

Q Is third-party support guaranteed?

A *Of course, we never force third-party companies to make games for Nintendo, but with Gamecube it's going to be very, very easy, and the hardware capacity is going to be much, much bigger than other consoles'. I believe that third-party developers will find it very easy to develop software for Gamecube as opposed to the N64 – the cartridge system was quite difficult to work with.*



"I think we should be spending time and money making magic. I'm looking forward to realising this approach on Gamecube."

Q What other developer do you most admire?

A *Rare. Rare make very good games. But otherwise, there are not many unusual or unique games out there at the moment – and that's what we should all be doing.*

Q Where do your ideas come from?

A *I always think what I'd like to do myself, and the kind of game I'd like to play. I start with a technical experiment and have lots of conversations, then get some kind of conclusion about what kind of 'play' I'd like. Or I think, "Is this going to please game-players, or surprise them?". What is most important is the initial idea; if it's not good, then the morale of the people working on that game won't be high. I always keep in mind what was important to me when we were children, and what was fun then. That's the core of many of my games.*

Q What have you got planned for the future?

A *I really want to make something very unique, very different. But, as you may know, I now have a responsibility at Nintendo as one of the board of directors, so I have to see a much bigger picture. I'm supervising about 30 titles at one time, and I'm only deeply involved with two or three – for example, the Mario and Zelda series. I'd prefer to have a small team, but the new approach we have of making games and consoles for the whole family is really fun for me right now.*

Q What's your plan for Gamecube's and GBA's online capabilities?

A *We're targeting the launch of Gamecube so that some kind of game will take advantage of the modem, and online capabilities will be launched with the Gamecube. I think I should refrain from going into the details!*

Q Finally, do you still play the banjo?

A *[Laughs] Well, I'm actually very bad with the banjo, but I do enjoy guitar, and especially acoustic guitar, and I often practice playing it...*

GAMECUBE UPDATE

REBIRTH

Become one with the forest, courtesy of Gamecube.



Playing on the same video screen as *Too Human* at Spaceworld was this hugely atmospheric story of a dead tree brought to life by a mysterious light to explore its gorgeous forest habitat. Created by Mix-Core – a Japanese 3D graphics specialist with strong ties to *Super Smash Bros*-developer HAL Laboratories – *Rebirth* was streaming straight off a Gamecube disc, and almost certainly doesn't represent an actual game in development. But Mix-Core claim that it's "a reflection of what can be achieved in real-time on Gamecube" – demonstrating exactly the kind of graphical detail you can expect in the final Gamecube line-up. Staggering stuff.





On the drawing board...

Creatures
Breed your own intelligent furry mammal in this PC conversion.

The Land Before Time
The cutest animated dino flick ever comes to Gamecube.

Tiny Toons
Madcap adventuring starring the kid siblings of Bugs, Daffy and co.

Animaniacs
Wakko, Yakko and Dot yell a lot in a cartoony title.

Knights
A medieval action-adventure in third-person.

The Thing
Moody action based around the scary John Carpenter sci-fi flick.

Jurassic Park III
Gamecube interpretation of the third in Spielberg's dino trilogy.

Crash Bandicoot
Frantic in-and-out-of-the-screen platforming, as seen on PlayStation.

Donald Duck: Quack Attack
A perfectly average platformer, Gamecube bound.

Superman
Thankfully, this version won't be coded by Titus.

Rumoured...

US Football
Photo-quality touchdown tactics from Retro Studios.

Thunder Rally
Take to the road and blow other vehicles to bits – also from Retro.

Retro RPG
Retro Studios yet again, with an adventure featuring 'floating cities'.

Metal Gear 2
With some kind of link-up with the GB version?



GAMECUBE MYTHS DEBUNKED

Shigsy not set your mind at rest about Nintendo's future? These five talented developers are only too happy to rubbish the claims of Nintendo naysayers...

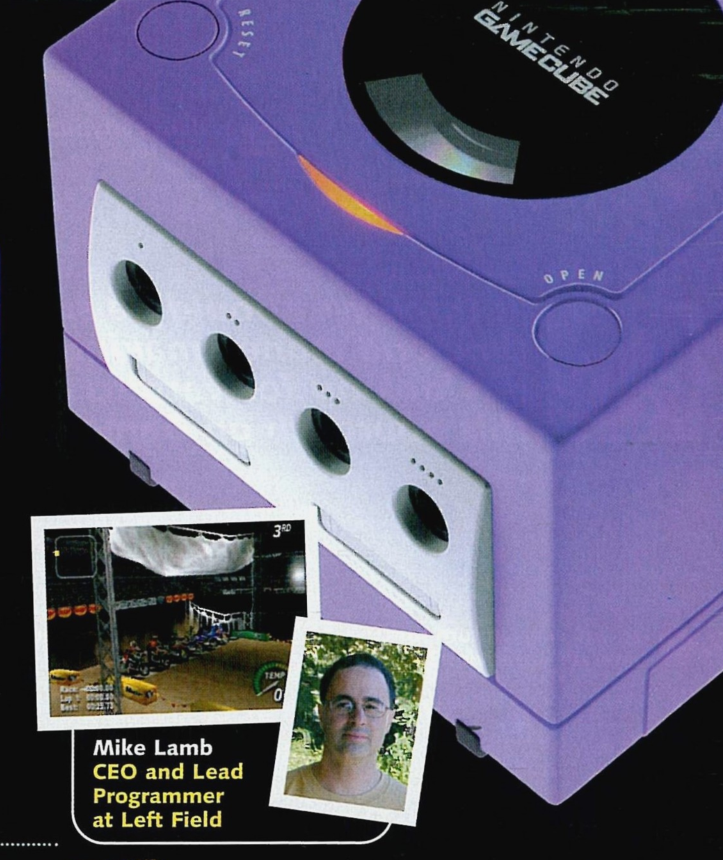


Denis 'Eternal Darkness' Dyack	Silicon Knights
Mike 'Excitebike 64' Lamb	Left Field
Dallan 'Rainbow Six' Christensen	Saffire
Paul 'The New Tetris' Hellier	H2O Entertainment
Colin 'World Driver' Gordon	Boss Games



Gamecube doesn't look that great, does it?

Colin: *Remember, everything looks weird the first time you see it. Just wait – it'll grow on you. Nintendo wanted to create something unusual, something that would stand out and wouldn't necessarily fit nicely into your hi-fi stack. The only problem I have is that it's not actually a cube!*
Paul: *To be honest, we were a little disappointed when we first saw it. But when you get up close, it's pretty cool. I like the shape, and I like the size.*
Mike: *I think it might be redesigned for the US and Europe anyway. After all, the N64 is the only Nintendo console not to have been radically redesigned for different markets worldwide.*



Mike Lamb
CEO and Lead Programmer at Left Field



Gamecube can't be *that* easy to develop for, surely?

Denis: *Gamecube is, without question, the best-designed console we've seen. It's so far ahead of its time. It's designed specifically to play games, and it's a monster in every category – visuals, sounds, the lot.*
Mike: *The memory's the thing – Gamecube can store a lot of game on-board, and access it pretty quickly.*
Paul: *I think Nintendo have learned a couple of lessons from the experience of working with developers on N64. The tools that Nintendo are planning to hand to coders should accelerate development.*
Denis: *Nintendo have created a machine that can actually do what they say it can. Creative people don't need to worry about the technology with Gamecube – they can concentrate on content and creating worlds. You'll see a tide of developers turning to Gamecube.*



Won't the lack of DVD playability damage Gamecube's chances?

Colin: *Nintendo don't want to confuse Gamecube's purpose. They've aimed it directly at the gamer rather than the general consumer.*
Denis: *Piracy is a really big issue, too. It's hard making games, and when you see months of work on a pirate disc, the day after the game's release, you start losing interest. Nintendo's proprietary format should prevent that from happening.*
Mike: *A DVD player would have put £20 on the price of every Gamecube.*
Paul: *It means they can produce the console for far less money. I really like the tiny discs – perhaps they'll make it easier to create a handheld NGC soon!*





Nintendo will mess up Gamecube's marketing, won't they?

Dallan: *Nintendo's 'wait-and-watch' attitude will work to their advantage. They can see how PS2 is marketed, see how X-Box is marketed, then play Gamecube on their strengths and weaknesses.*
Paul: *Microsoft and Sony are competing for the same market – people who want a multimedia machine. That may work in Nintendo's favour.*
Colin: *The trouble with the N64 has been the price of the games. We need games at a price that leads to impulse buying.*
Mike: *Nintendo have always said it comes down to the games. They feel comfortable with developers like Rare and EAD – and us! – and they'll have the quality they need to sell the console. Fantastic games are guaranteed.*



That controller looks a bit weird...

Colin: *The four-pronged thing does seem kind of weird – until you actually play games with it.*
Mike: *When you hold it, it just rolls off your hand.*
Denis: *It's awesome. It shows a real commitment to quality of control. It's not a rehash of an old controller, but a new design with tremendous potential. They've topped the N64 joypad.*
Dallan: *Definitely a step in the right direction. A bigger main button, analogue all over the place. It's got huge potential.*



△ *Once you've got Gamecube's joypad in your hands, you'll be in love.*

"Gamecube is, without question, the best-designed console we've seen. It's so far ahead of its time." Denis Dyack



Aren't Nintendo wrong to keep quiet until next year's E3 show?

Dallan Christensen
Lead Programmer at Saffire

Colin: *Well, what else are they going to do? Once you start talking about how great your console is, you lose the impact of its newness. When Nintendo showed Mario 64 for the first time at 1996's E3 show, the queues were enormous. They're aiming for exactly the same level of excitement at next year's show.*
Denis: *I was surprised by how much Nintendo revealed at Spaceworld, but they did the right thing by not showing any actual games. Come E3, there'll be a lot of game footage.*
Dallan: *Nintendo will have time to build up a 'wow' factor. Lay low, get some demos together, then blow everyone away.*
Mike: *The wait will be worth it.*
Paul: *With Microsoft and Sony going at each other, Nintendo can concentrate on creating great games, and catching more press attention with surprise titles at E3.*



Gamecube's just bound to suffer from a lack of launch titles.


△ *Luke Skywalker's all ready for Gamecube's launch.*

Denis: *I've seen some of the launch titles, and I can tell you there's going to be some great stuff. In my opinion, Nintendo's launch line-up will be the strongest of any console in history. And there'll be plenty of powerful titles after that.*
Mike: *The ease of development is a good sign. I hope they'll support more developers this time, rather than follow the N64 Dream Team strategy of siding with a few.*
Dallan: *Nintendo really try to have quality of games over quantity. I expect there'll be relatively few games at launch, but they're guaranteed to be fantastic. I'd rather see that. I'm not sure Nintendo will be so willing to wait for Shigsy to finish his game this time, though.*



Nintendo's frosty relationship with developers means trouble...

Paul: *Personally, I've never really had any issues with Nintendo's developer relations. For the most part, they've always been around when we needed them!*
Denis: *We've always been very close with Nintendo, and we've learned a great deal from them. We communicate ideas, gameplay and concepts, particularly with the people at Nintendo of America.*
Mike: *If someone's got a great game on PS2, they're very likely to convert it to Gamecube, thanks to the ease of development. But I don't see it happening the other way around, to Sony's detriment. There's something really magical about working with Nintendo – they really understand games, and there aren't many console manufacturers who can say that.*



Shouldn't Nintendo be emphasising online play?

Denis: *Whatever Nintendo do with Internet games, it's not going to be pie in the sky – Nintendo have more experience with online stuff than any first-party developer.*
Dallan: *It opens up a lot of possibilities. It could be as simple as playing a two-player beat-'em-up with your friend down the road, or as complex as a gigantic interactive RPG with online worlds.*
Paul: *I love the idea of a choice between easily interchangable broadband or 56k modems. It keeps the cost down, and you only need to shell out for the faster one if you want to.*







NEWS, REVIEWS AND TIPS FOR YOUR GAME BOY COLOR, POCKET, CAMERA AND PRINTER

REVIEWED THIS ISSUE!

GRAND THEFT AUTO 2





It's time for more felony-filled driving action – but second time around, will crime still pay?

JUNGLE BOOK



Does Mowgli and chums' jungle adventure deliver more than platforming's bare necessities?



WARLOCKED

ACE REAL-TIME STRATEGY FOR YOUR GBC!



GBA screens: Golden Sun, Napoleon, Castlevania: Circle of the Moon... and much more!



PLUS!

- Game Boy Gallery! More of your muties on display!
- Top tips for the latest GB titles! *Pokémon Pinball*, *Azure Dreams* and "Ask Oak"!


ISSUE 23
December 2000

Welcome to Planet Game Boy

Producing Game Boy titles is about to get just a teensy bit more expensive, thanks to Nintendo's decision to raise the price of blank cartridges by $1 per unit. That might sound like very little, but when run-of-the-mill titles sell just a few thousand copies, it can mean the difference between turning a profit and making a loss. So it's not surprising that a handful of lesser-known publishers are threatening to abandon the Game Boy altogether.

Good riddance. They won't be missed. The reason their games sell so poorly, even with countless millions of unsuspecting Game Boy owners to pick on, is because they are sheer unadulterated crap. Knocking together some horrible, unimaginative, derivative rip-off and attempting to get us to fork out good money for it is tantamount to daylight robbery. Raising the price of carts will force all companies to raise the standard of their games in order to sell enough to be profitable.

At least, it would in an ideal world. More likely, what will happen is that a few publishers will look elsewhere for their licence to print money (hint – try PlayStation 2 or X-Box), others will sulk for a while before charging £30 for their future titles, and Nintendo will grow even wealthier. And if a one-dollar increase has caused all this fuss, wait until Game Boy Advance launches with carts up to eight times as large and twice as expensive as current models…

Martin Kitts, Editor

planet GAME BOY
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Issue 23, December 2000
Editor: Martin Kitts
Contributors: Andrea Ball, Justin Webb, Adriana Owens, Paul Edwards, Geraint Evans, Alan Maddrell

THIS SWAN

Remember Bandai's neat little budget handheld, the WonderSwan? Sales since its launch in Japan 18 months ago are approaching the two million mark, enough to persuade the toy-making giant to release the machine's successor around the rest of the world, starting with the United States early next year.



Bandai's Gundam anime game should be a big seller in Japan.

Turn the unit on its side to play this portrait-format golfing title. Clever stuff.



Gundam action in this very oriental RPG cart.

The Color WonderSwan looks almost exactly the same as the original machine, but boasts a crisp, colourful screen and an improved processor. In terms of raw power, the 16-bit handheld isn't in the same league as Game Boy Advance, but it does have one major selling point – a new *Final Fantasy* game. Squaresoft have pledged support for the machine, and the world's most famous RPG series is a big enough name to shift huge numbers of Color WonderSwans at the Japanese launch in December, more than three months before GBA hits the shops. We don't have any pictures of the game at the moment, but shots of other titles suggest the WonderSwan is capable of producing better graphics than Neo Geo Pocket, the last pretender to Game Boy's crown.

YOU'RE KIDDING, RIGHT?

These remarkable screenshots are from the forthcoming survival horror game *Alone in the Dark*. Another stunning Game Boy Advance title, right? Well, if the rumours are to be believed, these pics are not from the new 32-bit hardware, but from the lowly Game Boy Color.

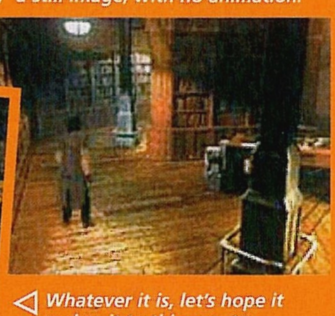
We're not sure what to make of it all, as we played a very early version of the game at the E3 games show in May, and it looked nothing like this. Then again, it did keep crashing on the first couple of screens, so we didn't see very much of it.

There's a nifty programming trick which can make the GBC display high-quality still images, and a few games have used something similar to show colour FMV sequences, but as far as we're aware, it can't be used in actual gameplay. Can these possibly be genuine in-game pics and not just cut-scene stills? We'll investigate…



No way! We can't believe this is on the GBC. It looks more like GBA.

Actually, GBC could display this as a still image, with no animation.



Whatever it is, let's hope it makes it to this country.

GOLDEN SUN

GBA!

An RPG from Nintendo is almost always something of a special event. *Golden Sun* is particularly noteworthy as it comes from the Camelot stable, developers of the fantastic *Mario Golf* and *Mario Tennis* games, and is sure to be one of the most popular launch titles on the new handheld.



The game switches to a side view for turn-based battle sequences.

The game was originally designed as an N64 title, until early GBA specifications persuaded Camelot that *Golden Sun* would be ideally suited to the powerful little machine and would probably sell better as the first next-gen handheld RPG. The plot bears a passing resemblance to Harry Potter, starring a young wizard who must use his powers to prevent a mad scientist from wreaking havoc in the kingdom.

The story evolves at certain points during the game, so you and a friend could both play through it and encounter completely different characters and situations. The N64's loss is GBA's gain, we'd say.

At the beginning of your quest, nobody will take you seriously. So it's time to leave home.



The graphical detail is lovely. It used to be an N64 title, after all.

NAPOLEON

GBA!



Soldiers and towns aren't exactly drawn to scale.



Just wait until you see all of this action in motion. It's beautifully fast and smooth.

With *Warlocked* having shown just what can be done with real-time strategy on an ordinary Game Boy Color (flip the page to read the review), we're anticipating great things from *Napoleon*, Nintendo's GBA cross between a historical war game and *Command & Conquer*.

The version we saw at Spaceworld was entirely in Japanese, so we're not sure if it is actually based on the diminutive French empire-builder himself, or if it's just a generic title, but *Napoleon* features a screen absolutely teeming with soldiers, each conducting his own battle and following orders set with a simple menu system. It looks slick and colourful, and we're crossing our fingers that it gets an English translation in time for the Game Boy Advance's July launch in this country.

Looks like you can set different formations for your armies.



CASTLEVANIA
CIRCLE OF THE MOON

GBA!

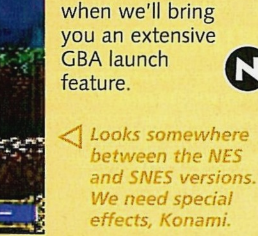
Konami's *Castlevania* series has always been a reliable source of vampire-related fun, particularly in its traditional 2D form. This brand-new GBA edition looks set to continue a long run of whip-crackingly good platformers.



The whip attack should be familiar to every Nintendo gamer, having graced every console since the NES.

The graphics aren't quite up to the standard of some other 32-bit games, at least not at this early stage, but since the GBA can produce special effects to beat the excellent SNES version, we'd love to see an update of the famous rotating room that wowed gamers in the early '90s. *Circle of the Moon* is set to spook the Japanese gaming scene next March, which is when we'll bring you an extensive GBA launch feature.





Looks somewhere between the NES and SNES versions. We need special effects, Konami.

YOUR ULTIMATE BUYING GUIDE

Five Star Scoring

5	4	3	2	1
A simply fantastic game, and an essential purchase.	Well worth a look, this is an excellent title.	Some problems, but almost certainly good fun.	Flawed. Probably not worth bothering with.	Utterly lamentable. Avoid like the plague.





Warlocked



Select large groups of soldiers with one click.

From: Nintendo **Price:** £30 (import) **Save:** On-cart **Link-up:** Yes **Colour:** Only **Out:** Now

We accidentally massacred these peaceful villagers. Still, never mind.

This mission has you storming a castle.

Real-time strategy has traditionally been the preserve of PCs, and with each new release the genre becomes more complicated and arguably less enjoyable. So we're delighted to reveal that the Game Boy's first true RTS is not only a return to basics, but also a barrel of laughs.

As either nice humans or grizzly old beasts, the aim of the game is to obliterate the other species by building up an army and using your tactical skills to breach the enemy's defences. You start with just a few basic workers, which is all you need to start hacking down trees and mining gold – the basic resources you must have in order to create an army. Once you've collected enough stuff, you can start building barracks and defensive towers and establishing farms (to feed your hungry troops). And when your army looks powerful enough, you can mount a raid into enemy territory.

Any unexplored terrain is concealed beneath question-mark blocks, which may hide fortresses, enemy garrisons or collectable secrets. Exploring and fighting are both great fun, thanks to a wonderfully intuitive control system. There are no menus to navigate, meaning that the few commands you need to control your army are never more than a single button-click away. You can make groups of units do their own thing (such as collecting objects) without having to keep an eye on them, and developers Bits Studios have worked miracles in making the Game Boy handle masses of simultaneous activity without slowing down to a crawl.

Attacking the enemy base. You've got to watch out for platoons of evil grunts.



Three types of bloke – the happy formula for a successful army.

There are loads of solo missions to play (at least 24), some amusing bonus games and a two-player battle mode that's the most impressive we've ever seen on Game Boy – and after *Perfect Dark* and *Metal Gear Solid*, that's *really* saying something. Now, Nintendo, we *demand* you release *Warlocked* in this country *right now*. If you pull another *Harvest Moon 64* on us with this one, you're dead meat.

5

WAR – WHAT IS IT GOOD FOR?



WIZARDS

Wizards are powerful units with special powers – this particular one transforms the enemy into harmless chickens. Each cart has a random selection of them, and to get all 27 you must trade with other GBC owners.



ARMIES

You can build huge armies if you've got enough resources to support them. We've had the screen almost filled with busy warriors and grunts, and even then the humble Game Boy doesn't slow down noticeably. Grand.



BOSSES

Some missions have tough bosses, such as this pink dragon. Only certain types of attack can harm them, but our archers seem to be getting the worst of this battle – one of them is on fire! Get some water, quick!



CHEATS

Explore every inch of the map, as you might find a cheat or bonus game. This one is a poker game which can be used to gamble the cash you've found to win extra money. Or lose it all, if you're unlucky.



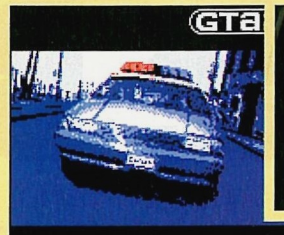
EVIL

You don't have to play as the good guys all the time. You can select the forces of evil, in which case you get new maps, new missions and different units – it's like having two games in one cart. Great value.

RRRRESPECK!



Since the time of the first game, crime levels have escalated, which means that you'll come across a lot of gang members strolling about the streets. Just hope that you're not target of the month when you see one. You can expect to run into the Loonies, the Yakuza, the Rednecks (sadly not one and the same as creators of top 1995 pop tune 'Cotton Eye Joe'), Uzi-toting hippies the Krishna, and many more. The *GTA* sense of humour – which brought us kill frenzies, odd vehicles to charge about in and all the rest – is still in full effect. Hurrah!





A good name for your gangster is essential. One Eyed Bob must be a real road hazard.

This'll happen quite frequently, so get used to taking a pinch.

Grand Theft Auto 2

From: Take 2 **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now



Carjacking is a bit of a fiddly business. Ho hum.

Cripes. 'Blue Light Grief' as we say in the trade.

Your choice of character doesn't seem to affect very much in the game.

Some unlucky new boy must have posed for this shot. Very convincing, darling.

'Ring, ring.' Ah! Sounds like more shady work is afoot…

Man, I got a bootful of 'stuff' to deliver across town, the cops on my tail and the Yakuza out for my blood. Hooray! The original censor-baiter was converted very nicely indeed for the small screen, losing practically nothing in the way of either graphics or gameplay, and earning four stars in PGB/12. And versions of *GTA2* on other formats have taught us that little has changed for its second outing.

You play a carjacker/smuggler/general miscreant who works on a freelance basis. Across each of the three city zones you'll eventually encounter, you can work for any of three distinct groups. In fact, you'll need to work for all of them in order to earn enough cash (say a million or three) to leave the city. Now, this poses problems. Working for one gang will annoy another, losing you respect. Consequently you have to balance your activities in order to succeed – and stay alive. An excellent premise if ever we heard one.

Apart from a few new vehicles, this is pretty much the same as *GTA*: you answer a ringing phone; someone tells you to go somewhere either quickly or at your leisure, and sometimes to do something when you're there; and hopefully you avoid entanglements with the law en route.

Unfortunately, the original's flaws also crop up in *GTA2*. Without analogue control the steering is quite extreme. At first you'll find yourself ploughing into walls when you pick up speed. Or mashing up a few innocent bystanders.

The PC original included enormous fold-out paper maps, which naturally have no place in the Game Boy equivalent. Luckily, this doesn't pose much of a problem, since an on-screen arrow always tells you where a ringing payphone is, or where your next objective lies. Also, the curiously-named neighbourhoods of the original are no more. The city is one great sprawl, which makes things easier, since now you don't have to remember where Northwest Schlechberg and the like are. Making your way around is also simpler, with the route to your destination requiring less forward planning.

Devotees of the original will be let down if they're expecting serious innovation. The gameplay still boils down to getting to point X in so many seconds. That said, there is a bit more freedom this time around, which means no two games will ever be the same. It's a shame about the imperfect control system, though. It's robbed *GTA2* of a fifth star…

4



'Guns on the Roof', as the Clash said.

One of three playable areas.

Jungle Book



Newly acquired skills can be tested out in various racing sections.

From: Ubi Soft **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

Unlike its fellow Disney title *Dinosaur*, this particular jungle adventure is absolutely spot on. And while we're used to GBC platformers that look nice – your eyes will pop out at the stunningly rendered FMV intro – *Jungle Book* actually plays well too.



The earlier levels are peppered with basic tutorials given by the jungle inhabitants, and once you've mastered the moves your task is to leap like a monkey boy across platforms, opening timed doors, solving puzzles and collecting panther coins. And to ensure the customary puzzling and platforming doesn't get tedious, Ubi Soft have thrown in some action sequences where you can race wolf cubs, or speed through caves on the back of a panther.

While the game's pretty slow to start with, there's a smooth learning curve once it gets going. Mastering new skills – explained in some neat in-game movies – gives a satisfying sense of progression.

The animation is great. Mowgli can run, swing, and roll his way through the jungle.

Unfortunately, disappointingly average Game Boy Color platformers are two-a-penny these days, but Disney's *Jungle Book* is simple, entertaining, well-balanced and beautifully presented. Highly recommended.



This Bagheera-riding is one of the 'boss' sections.



The levels you tackle throughout the game are beautifully designed.



Aladdin

Know this, friends. Apples grow in caves. From the ceilings.

From: Ubi Soft **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

Hmm. Like us, some PGB readers out there may be raising a suspicious eyebrow at this Disney platformer, as it's arrived on the scene inexplicably late. Even more worrying is the fact that it's an exact clone of a game that came out on the PC and other platforms as early as 1994. So far, then, it's not looking good.

Aladdin is a straightforward 2D platformer, short on innovation and long on repetition. You take the role of the young thief as he gets into near-identical scrapes in a variety of exotic locations. Visually, you'll see nothing here which is either disgraceful or distinguishing: there's the desert; the moody, gloomy caves; the Arabian city and so on.



The locations aren't bad, like this city. You can climb and swing a lot.

Defeating the almost-amusing foes – our favourite is the tubby chump whose pantaloons fall down when you stab him – requires you to lob apples or repeatedly swipe your knife. Frustratingly, though, enemies are more likely to smite you before you ever get near them.

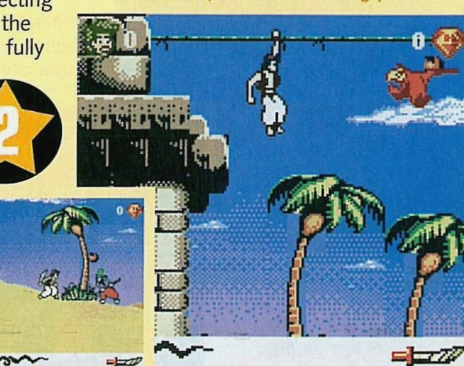
The movie – if you can remember that far back – at least had funster Robin Williams on board, injecting some welcome humour into the proceedings. He hasn't been fully realised here, making no more than the odd cameo appearance. Pity.

Aladdin was highly entertaining back in '94-'95, but then so were the Spice Girls.



This fella sells stuff like extra lives, all for a measly few gems. Cheers.

Yay! The obligatory climbing bit! Go on, chop that evil-looking parrot!



Run up to him and wave your sword repeatedly. Tell him we sent you.

Army Men 2

From: 3DO **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Only **Out:** Now



△ *We like the minesweeper bits – they're pretty scary.*

◁ *Aiiee! Looks like we're about to come a cropper.*

From the same stable that brought us the perfectly reasonable original comes a follow-up. It's more of the same isometric third-person shooting, in the tradition established all those years ago by the likes of *Commando* and *Ikari Warriors* on the old Speccy.

The fact that this incarnation bears a striking resemblance to the first *Army Men* is no bad thing. Just like this one, the original was bedecked with a plethora of vehicles and a staggering amount of quality speech. However, again, you're left wanting to engage in some team-based antics à la *Rainbow Six*. Again, the rotation-based default control system is swearingly tricky to get hold of when you first pick it up. And again, so-called objectives degenerate into tracking down and polishing off every last Tan-hued foe.

The mainstay of a game like this should be the actual combat, but sadly, in *Army Men 2*, this consists of running as close to your chosen dolt as possible and simply hammering A. That said, there's a pleasing arsenal of weapons, plus a jeep and a tank.

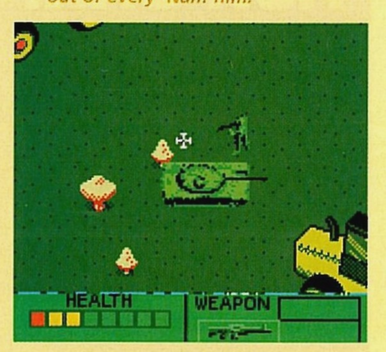
All in all, it's entertaining, but let down by lack of originality and very average gameplay. Plus the fact that it took just a couple of train rides between Bath and Southampton to whizz through it. Get *Metal Gear Solid* or *Perfect Dark* instead.

3

Ah yes. Can you see what we're thinking about? Like GoldenEye. ▷



△ *The quality FMV scenes are straight out of every 'Nam film.*



Dinosaur

From: Ubi Soft **Price:** £25 **Save:** On-cart **Link:** No **Colour:** Only **Printer:** Yes **Out:** Now

Check under logs for your lost dino friends. If you can be bothered, that is... ▷



It has to be one of videogaming's most debilitating diseases, and sadly it's so common that the N64 office has frequently been brought to a deathly hush, interspersed by the sounds of team members weeping over their console. 'And the name of this crippling disorder?' we hear you cry. 'Duffus Licenceritus', or 'complete-and-utter-cack' as it's more commonly known.

Dinosaur requires you to guide your dino crew through top-down-scrolling lands, overcoming obstacles in your path by solving simple puzzles. Each creature in your team has a different skill, like jumping, moving rocks or swimming, so each puzzle has to be tackled by a particular band member. First you have to seek out the relevant dino, and then you can change between them on marked hot spots. Not groundbreakingly original then, but that could have been excused if more effort had actually been put into the game.

It's not as though *Dinosaur* is the worst GBC title ever made. Far from it in fact. It's just that you can't escape the feeling that, considering the undeniable grandeur of the film, it's a grave injustice that this could have been a great game, but isn't.

From the moment you slot the cart in, you get the idea that the developers didn't really care what it looked like. It all boils down to refinement. The backgrounds are shocking – bland landscapes that do nothing to capture the splendour of the film – and as for the dinosaurs themselves? They're nothing more than poorly animated blobs which jitter around the screen. The spirit of the motion picture just isn't here.

The worst thing is, we know for a fact that Ubi Soft can do *much* better than this – just see the *Jungle Book* review on the opposite page. This is a shameful end to a fantastic and utterly wasted licence.



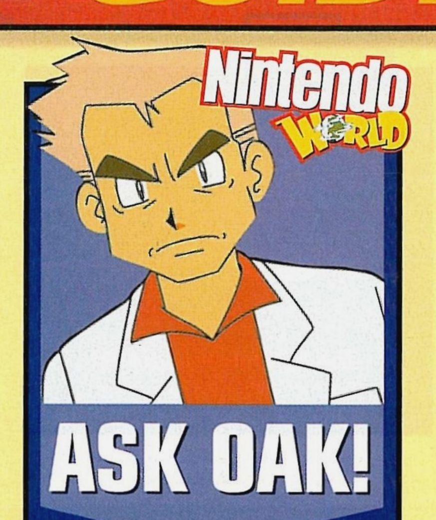


△ *Even the opening FMV is completely uninspired pap!*

◁ *You'll need to change dinosaurs to complete different tasks.*



△ *Truly inspiring. We really can't wait to get to the brown patch...*



"*Pokémon Gold* and *Silver*. Tricky, aren't they? Especially when you can't understand a bloomin' word of what's going on! Fear not, though, I've settled into my new home here at N64 and I'm back to help all you hapless trainers out there...

Shaun Watson, Manchester: In *Silver*, I have completed the seventh gym and fought Team Rocket in the tower. After going back to the seventh town, I entered a cave with Ice in it, but the maze is impossible! How do I get past it?
Prof. Oak: Ah yes! The first Ice Maze. Completing this is no mean feat... unless you follow my commands, that is! Stand on the area directly beneath the ice and go Up, Left, Up, Right, Up, Right, Down, Left, Up, Left, Down, Right, Down, Right, Up, Right. Once you have completed the maze, make sure you collect HM07. Also look out for Inomu – his Ice moves will make the next gym leader much easier to beat!

Catherine Hollins, Chester: In *Silver*, I have the first four badges and the sixth, but for some reason the fifth gym is empty so I can't get the badge (Steel, I think). I have wandered around for ages, but whatever I do, the gym is always empty. What have I done wrong?
Prof. Oak: Remember the woman at the top of the lighthouse in Asagi? She's the gym leader. First you must heal her sick Pokémon by collecting medicine from the guy in sunglasses in the house below the sixth gym in Tanaba City. Then surf back to Asagi and give the cure to Mikan. Now head to the fifth gym and she should be ready to fight!"

In a pickle over *Pokémon*? Or do you have a top Poké tip you want to share? Write to: Ask Oak, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

Pokémon Pinball

Your flipper twitchin' prowess is pretty lame, eh? Well get your goggles round these beauties, then.

EXTRA POKÉ BALLS
If you want to blag some extra Pokéballs, you'll need to start racking up those 'CAVE' bonuses. After every 20th time you hit the letters, you'll receive one more handy Pokéball.

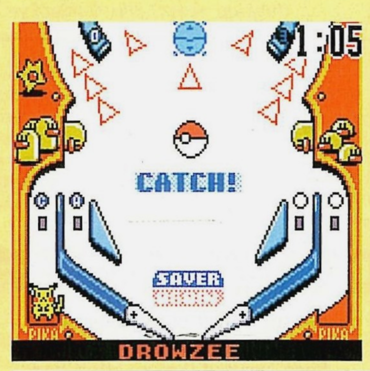
GET THE GREAT, ULTRA AND MASTER BALLS
Fancy picking up a Great, Ultra and Master Ball? Right then. Light up the lamps at the top of the pintable by hitting the rectangles located beneath them. By moving them with the A button, you can actually hit the same rectangle three times and still upgrade through to the Master Ball!

GET STONES AND EXPERIENCE MORE EASILY IN EVO STAGE
To make collecting stones and experience easier, make sure you have your ball saver activated, let your ball drop down the drain and then let it pick up the stone when it shoots back up. Result!

SLOT EFFECTS LIST
Here are the different effects of the slot bonuses:
Small: 100-900 point bonus.
Big: 1,000,000-9,000,000 bonus.
Ball Saver: activates the ball saver below your flippers.
Ball Upgrade: upgrades your ball by one level.
Bonus Multiplier: the number displayed will be added to your score multiplier.
EvoModeStart: activates the Evolution mode.



Twin Pikachus: gives you left and right-side Pikachu kickback until your ball is lost.
Extra Ball: provides you with one extra ball, thus extending your pinball frenzy. Nicely!
GoToBonus: transports you to one of the bonus stages.





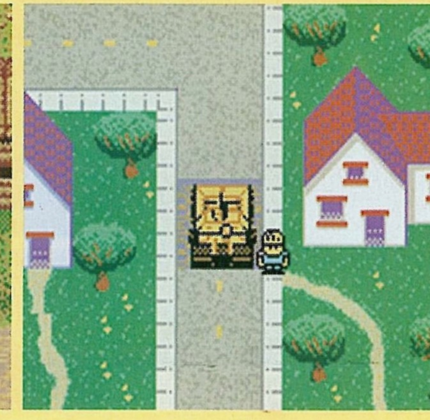


Caterpillar: Construction Zone

If you were unfortunate enough to pick up a copy of this poor man's Tonka toy replacement, you may be wanting this useful code...

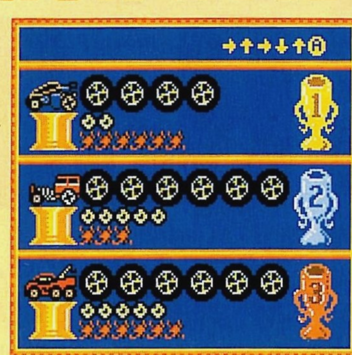
STAGE SELECT
Simply enter **BG6S** as your password.

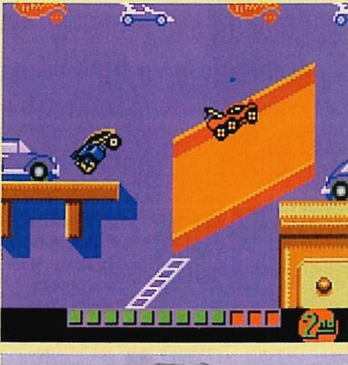


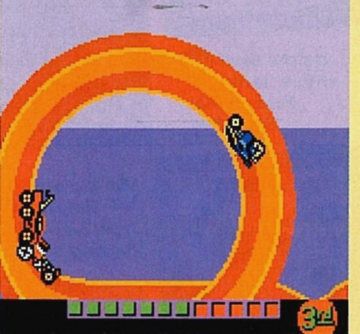


Hot Wheels: Stunt Track Driver

Going barmy in toy cars proving hard-going? Well then, tune up your gaming with this complete selection of cheats for Mattel's trick-packed pocket racer...







UNLOCK ALL THE TRACKS AND CARS

Crack the game wide open by pressing Down, Left, Up, A, Down, Right on the password screen.

COMPLETE LEVEL WARPS

2. Left, Up, Left, Down, Up, A.
3. Right, Up, Right, Down, Up, A.
4. Up, B, Up, Up, Left, A.
5. B, Left, B, Up, Up, Left.
6. Down, Left, Up, A, Up, Up.
End. Down, Left, Up, A, Down, Right.

5. Down, Up, Left, Down, Down, A.
6. B, B, B, Right, Right, Up.
End. Down, Left, Up, A, Down, Right.

PASSWORDS

Slide Out
2. Down, A, Up, A, B, B.
3. Left, B, Left, Right, Down, B.
4. Down, B, B, B, Right, Down.
5. A, A, Right, Right, B, Down.
6. Right, Up, Left, Up, Left, Right.
End. Down, Left, Up, A, Down, Right.

Toe Jam
2. B, B, Left, Up, A, B.
3. Left, Left, Up, A, Right, Right.
4. Left, Left, Up, Left, A, Left.

Twin Mill
2. Down, Left, B, B, Right, B.
3. Up, B, Down, Down, Right, Left.
4. Right, Up, Right, B, B, Right.
5. Right, Up, Right, Down, A, Right.
6. Right, Left, Up, A, Up, Down.
End. Down, Left, Up, A, Down, Right.

Way Too Fast
2. Right, A, Right, B, Left, Down.
3. Down, Right, B, Right, Down, B.
4. Right, Right, Down, A, Down, A.
5. Up, A, A, Down, Left, Up.
6. Left, Up, A, B, B, Right.
End. Down, Left, Up, A, Down, Right.

Azure Dreams

Those of you still climbing that freaky tower in search of your dad will know that it's no mean feat, and while you can't exactly cheat, some more pointers would certainly make life easier...

ALTERNATIVE METHOD OF GETTING MONSTERS

There's another way to get certain monsters, you know. Here's how to go about it.

Tundra: give Seaseed to Flame.
Ranklin: give Windseed to Flame.
HamTroll: give Hammer to Troll.
ShoTroll: give Arm to Troll.
TomTroll: give Tomahawk to Troll.

PRICE LISTINGS!

One of the most annoying aspects of *Azure Dreams* is figuring out what to keep and what to throw away when managing your inventory. Here's a list of what items will give you the most cash when you leave the tower.

Crook: 10
Bronzino: 50
Skindeep: 30
FlameOrb 4: 525
FlameOrb 8: 825
VenomOrb 4: 700
RefraOrb 8: 1100
IgniOrb 4: 700
IgniOrg 6: 900
Igniorb 8: 1100
MediHerb: 7
Sapleaf: 10
Rouse: 20
Vit Seed: 5
Half Seed: 20
Feroseed: 240
Larseed: 50
Tovaseed: 100
Levaseed: 20
Seaseed: 50
Windgem: 100
Firegem: 200
Tamebell: 200
Evil Bell: 100
Hex Ray: 100
Water Ray: 50
Vivi Ray: 200
Monsteye: 50
Trapeye: 100
Goldeye: 50
Truespec: 100
Red Oil: 50
Troll Egg: 400
Wump Egg: 100
Fireball Egg: 300
Kid Egg: 2500



FUSION

To fuse monsters successfully, make sure you submit them in the correct order. For example, if you want to create a Daymare, make sure that Catawump is the Basic familiar.

Nanoo = Fireball + Noise
Daymare = Catawump + Mushrom
Arkis = Dragon + Griffin

HIGH SCORES

It's been fairly quiet on the Game Boy score front this month, with only some minor changes to the league. Guess those 'P' brothers have scared you all off, eh?

POKÉMON PINBALL

Red
76,815,499,750 Zach P
26,039,336,000 Robbie Klijn
10,959,250,700 Zamir Bandali
9,679,976,550 Mario P
9,582,100,850 Josh Matthews
Blue
398,190,823,500 Takis
30,907,870,000 Robbie Klijn
17,107,294,950 Swee Ling Khow
15,240,391,550 Zamir Bandali
10,284,984,100 Yuen Tsang

MARIO DELUXE

Challenge
1,303,650 James Holt, Halifax
1,285,750 David Noble, Belfast
1,281,100 Ian Shaw, email
Super Player
1,283,650 Joseph Cayzer, Australia
490,800 Ian Mitchell, Knaphill
456,150 Phil Wakely, Exeter

TETRIS DX

40 Lines (level 0)
1:26 Richard Ford, London
1:28 Alan McMonegal, Glasgow
1:32 Nick Bec, Salisbury
Ultra (level 0)
24,391 Alan McMonegal, Glasgow
22,059 Nils Skuncke, Norway
21,488 Richard Ford, London
Marathon (level 0)
4,396,921 Alan McMonegal, Glasgow
4,101,580 Nick Hiom, Thetford
2,559,613 Richard Ford, London
Marathon (level 9)
6,395,775 Alan McMonegal, Glasgow
6,120,591 Paul Curtis, Hull
3,322,821 Richard Ford, London

GAME & WATCH GALLERY 3

Mario Bros (modern)
1058 Jonathan Denne, Stansted
757 Frances Atkins, Berkshire
Egg (modern)
1063 Frances Atkins, Berkshire
927 Jonathan Denne, Stansted
Turtle Bridge (modern)
622 Jonathan Denne, Stansted
580 Leigh Madden, Hull

Scores wanted!

Send your high scores to: **Planet Game Boy (high scores), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.** If you're online, email us at **n64@futurenet.co.uk**

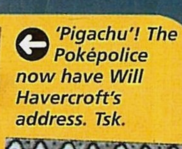
Game Boy Gallery

WINNER!

Welshman James Baty shows textbook ingenuity here, taking the opportunity to turn himself into a zombie. In case the apocalypse comes, you know. An Action Pack is his reward.



Tim Rudyard of Manchester has lovingly captured a very special person. Now leave us alone.



'Pigachu'! The Poképolice now have Will Havercroft's address. Tsk.





A pleasing negative image from Ruben Lodge.



It's the devil with a 'tache. Thanks, Max Goodchild.



Eskil Vestre managed to snap this spooky visiting alien. ET please go home. Right now.



Richard Simpkin is from Bath. We're moving offices.

Philip Nash from York obviously finds pumpkins deeply scary.



Link's canine counterpart, it seems. This one's down to Ford Cotterill from Suffolk.



'I've got a head with wings', sang grungers Morphine. Little did they know what Sam Mead was cooking.

Why does the cow weep? Better ask Calvin McKenzie from Stockport, but we think we know.



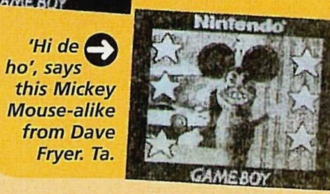
More Mead action, this time a small cycloptic fiend.



Something tells us that 'Kara' won't be happy with Deborah Patterson from London.

Looks like Belgian Sam Troch is prepared to eat his own finger. Dip it in chocolate first, son.

Martin Platt from Helsby has been keeping busy, producing this chunky-looking dog-man. Bless.



'Hi de ho', says this Mickey Mouse-alike from Dave Fryer. Ta.



Edward Rummins from Ashford has got the Pika love. So why are we running away, then?

Karma police, arrest this mutie!

It's Halloween come early this month, with a healthy smattering of top-flight freaks to please your pictorial palate. Our winner, sent in by James Baty from the Vale of Glamorgan, seems to have tarried a little too long in the sun, resulting in several unsightly blisters about the face. Nicely, sir!

A decent horrifically twisted image can lurk around any corner, so keep your trusty GB camera ready at all times – in trick lens mode if necessary. Using stuff lying around the house is okay, but often the best results are to be had by using the mutie-catcher's greatest tools: their feet.

So, either photograph your feet or use them to search out new lifeforms and new civilisations. Get out there and bag one for us…

Send us your freaks



In association with JOYTECH

Get creative! Point your Game Boy Camera at something interesting, print it out and pop it in the post. We'll print as many of them as we can fit on the page, and our monthly favourite wins an Action Pack courtesy of those kind folks at Joytech (01525 244 200 or www.joytech.net), containing a mains adaptor, rechargeable battery, light magnifier, carry case and a clear purple link cable. Not a bad little haul.

Send your pictures to:

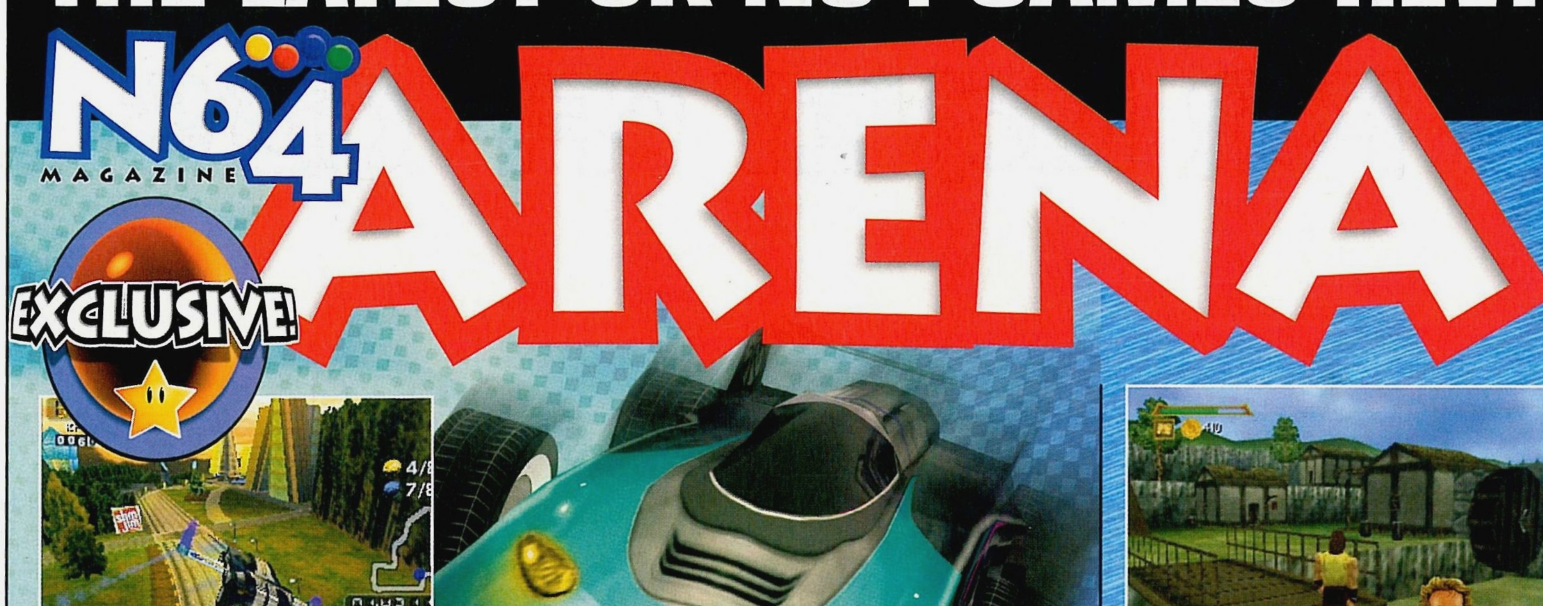
Game Boy Gallery,
Planet Game Boy,
N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW.



EVERY MONTH – ONLY WITHIN THE PAGES OF



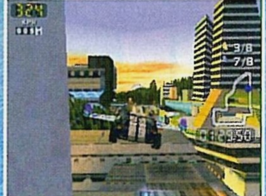




SAN FRANCISCO RUSH 2049



Frighteningly fast four-wheeled fun in a San Francisco of the future.



GO TO PAGE 50



HERCULES THE LEGENDARY JOURNEYS

Another TV tie-in from the boys at Titus. Find out if this one's a hit or a myth...

GO TO PAGE 56

Don't forget to visit the

IMPORT ARENA

The games they're playing in America and Japan.



POKÉMON PUZZLE LEAGUE

Perfect puzzling with Pika and pals.

GO TO PAGE 60

MS PAC-MAN MAZE MADNESS



Mr Pac's other half pops the pills in a gem from Namco.


GO TO PAGE 64

EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

INFO BURST

METROID 64	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: 20 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
April	May	Nov

COST: £40

THE INFO BURST

Look for this box on all our reviews to get an idea of whether the game in question uses N64 peripherals like Controller and Expansion Paks. Also, we'll tell you whether it works with the new Transfer Pak, when it's out, over here and in Japan and the States, and how much it costs.



Having trouble finding a game?

Try CA Games on **0141 334 3901** and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES
These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...
The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses

+ ● Amazing levels.
– ● Appalling music.

If you like this...
Mickey Mouse 64
Rare
N64/55, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS
8 SOUNDS
8 MASTERY
7 LIFESPAN
VERDICT

HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game badge until we know you'll be getting your money's worth.





85% and above
Only after playing a game right through to the end will ***N64 Magazine*** *consider awarding it a Star Game badge.*

84% – 70%
If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.

69% – 50%
Every so often a game comes along that's perfectly playable, but just not special in any way – and simply doesn't make good use of the N64.

49% – 20%
Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.

19% – 0%
The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.

TEAM 64

Another superb racer for the N64 – and the end of the petrol shortage – means that Team ***64*** *have fastened their seatbelts and taken to the road once more. Beware...*



ANDREA BALL
Andrea drove so fast, she came out looking like her hair had been glued to her forehead. Then again...
GAME OF THE MONTH
Ms Pac-Man



JUSTIN WEBB
Amidst talk of 'twin carbs' and 'triptronics', car freak Justin literally exploded with pleasure at the wheel.
GAME OF THE MONTH
Rush 2049



MARK GREEN
First-timer Mark foolishly asked Dark Mark what he should do with the gearstick – hence the expression.
GAME OF THE MONTH
Pokémon Puzzle



DARK MARK
With a sickening bump, the fourth fox disappeared under the wheels of Dark Mark's car. "DEATH!" he commented.
GAME OF THE MONTH
Hercules



MARTIN KITTS
Kittsy came last every time in the ***N64*** *races. "It's those corpses in the boot," he said. "Oh. What a giveaway."*
GAME OF THE MONTH
Pokémon Puzzle



PAUL EDWARDS
"Bah! This thing's too heavy to get really big air!" cried Paul, driving his car up and down the local skateboard ramp.
GAME OF THE MONTH
Rush 2049



ALAN MADDRELL
Alan's wide-eyed approach enabled him to expertly avoid every hazard – apart from cataracts, as it turned out.
GAME OF THE MONTH
Hercules



STEVE JALIM
Justin and Steve couldn't agree on who knew most about cars. Steve settled the argument by running him over.
GAME OF THE MONTH
Rush 2049



GERAINT EVANS
The sheer speed did unutterable things to poor Geraint's face. He's since joined a travelling freak show.
GAME OF THE MONTH
Rush 2049

PREVIOUSLY IN N64 We took a Future Look at Midway's racer back in **N64**/46. Nicely!

You can't see it here, but the scenery moves past incredibly quickly and it's all super smooth!

These switches usually open a shortcut or reveal a hidden coin.

It's always worth taking a risk to get into first place.

With so much going on, keeping your eyes on the road isn't easy.

The computer opponents aren't that good but the lead car is always tricky to beat.

Take a good look because this is one sight you're going to have to get used to quickly.

If all else fails, ramming the opposition can work a treat.

Keep your eyes peeled for these cheeky side roads...

SAN FRANCISCO RUSH 2049

Rush 2049 speeds in off the hard shoulder.



INFO BURST

SAN FRANCISCO RUSH 2049	
FROM:	Midway
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	9 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £45



This is one of the bigger holes.

Just like in F-Zero, it's possible to scale the walls.

You've activated those wings, now you've just got to squeeze yourself through that tiny gap.

Sadly, you can only race with two players but the multiplayer is still a great laugh...

TURN ON, TUNE UP

Collecting coins unlocks improved engines, tyres and the like, letting you customise your vehicle until it perfectly suits your racing style.

1 *There are plenty of cars to choose from, but initially they don't differ much.*







2 *...But collect enough of the coins littered around and you'll uncover a range of new options to beef up your motor.*



3 *Once you've made the modifications, your mean machine will be able to jump higher, letting you grab those extra coins.*

4 *...And then, if the fancy takes you, you can invest in a set of triple-spoked alloys. Rude-bwoy!*



MINI MOTOR
The Game Boy Color version of *Rush 2049* is shaping up rather nicely. With its 3D environments and huge selection of cars, it's looking like a worthy handheld counterpart to its bigger brother. Check out the review next issue...

N64 MAGAZINE STAR GAME

ISCO

It's been a long time since the N64 was accused of lacking a decent racer. Over the last couple of years, superb titles like *Ridge Racer 64, Top Gear Rally 2, World Driver* and *F1 World Grand Prix* have offered top-notch tyre-squealing thrills to suit almost every taste.

And for those who hankered after a driver that little bit *different*, there were Midway's *Rush* titles – *San Francisco Rush* (82%, **N64**/11) and *Rush 2: Extreme Racing USA* (73%, **N64**/24) – which took a lengthy run-up before hurling the rules of gravity out of the window, plumping for outrageous stunts and stomach-churning sky-soaring over any sort of realism.

And now Midway are back, only this time they've pulled something rather special – and refreshingly unique – out of the bag.

San Francisco Rush 2049, as the name suggests, throws you into a slick futuristic setting, and takes you on a white-knuckle trip, of the like we've never experienced before. Jump in, buckle up and prepare to be amazed...



△ *It might look like a dead end, but drive through it anyway!*

◁ *You'll need plenty of speed to get round these loops.*

GO! GO!

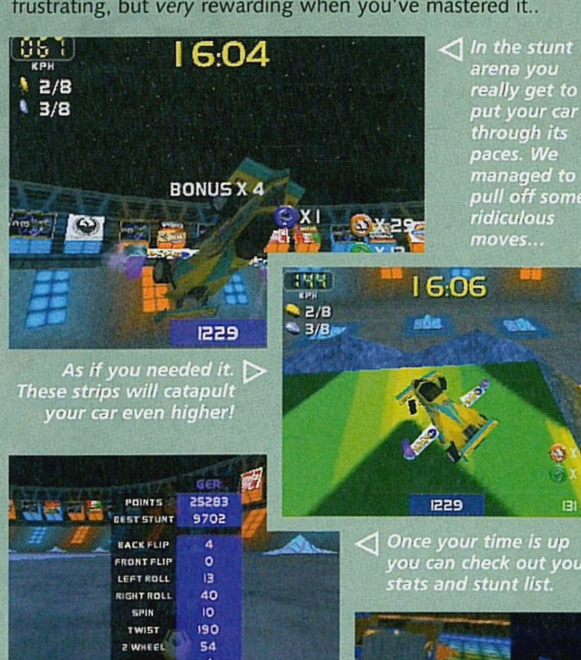


WITH WINGS!
As you'll have noticed from the screenshots, these 21st Century cars come complete with extending wings. Now, while they don't exactly let you fly, they'll certainly help you reach those difficult high spots. They're also essential for mid-air manoeuvring and prevent you from roasting your leather interior on re-entry.

RACING GAME, SCHMACING GAME

Stunt

An excellent addition by anyone's standards. Enter your chosen arena, flip your way over speed ramps and sail round twists, collecting the coins. The more difficult the coin location, the more outrageous the stunt needed to collect it. Very hard, very frustrating, but *very* rewarding when you've mastered it..



In the stunt arena you really get to put your car through its paces. We managed to pull off some ridiculous moves...

As if you needed it. These strips will catapult your car even higher!

Once your time is up you can check out your stats and stunt list.

This is great in multiplayer. Smashing your opponent's score into the dust is nearly as much fun as performing the stunts themselves.

Practice

It might be referred to as the Practice mode, but this is actually a game in its own right. This is the part of the game that sees hours pass like seconds. Just you, your car and an open track. Use your time to collect the coins and master the tricky shortcuts, jumps and loops.



Just the sort of thing you can expect from Rush 2049. Flying cars, gliding into stadium-sized aquariums filled with giant sharks...

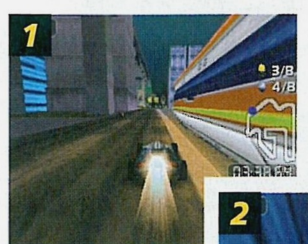
The Practice mode lets you explore each stage fully – you'll come across some awesome sights.

Coin collecting is the key here. Before long you'll be completely hooked.

One of the great things about Rush 2049 is that if you can see something – like this boat – then you can probably drive on it, too.

Show me the Money

Coin-collecting in *2049* is horrifyingly addictive but perseverance brings rewards...

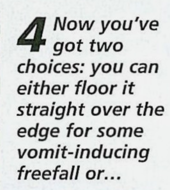


***1** All looks innocent enough, right? Wrong! Have a good look round the building and you should discover a concealed opening...*

***2** Utter insanity, this. Drive vertically up the face of the building until you reach the roof.*



***3** Once you've made it to the very top, check out the beautiful view and then nip off for a spot of exploring.*



***4** Now you've got two choices: you can either floor it straight over the edge for some vomit-inducing freefall or...*



***5** ...alternatively, tweak the joypad and have a go at a spot of stuntage on this rooftop half-pipe!*

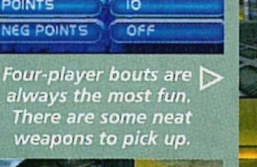
The main appeal of *2049* isn't really the racing, but the masses of hidden extras within the game's various modes. Once you've mastered these, the racing aspect will enter a league of its own. Here's a taste of what to expect…

Battle

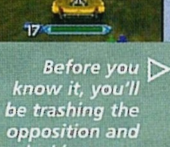
This is where you get to slug it out with your mates. There's a vast array of artillery to choose from, and it's simply a case of chasing your opponents around the arena and belting the hell out of their motor. Not in the same league as *Mario Kart*'s Battle Mode, but a cracking section all the same.

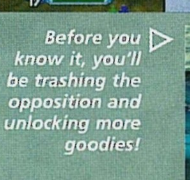


Rush 2049 has nine different battle arenas – there's six to start with, and three more to unlock as you progress through the game.



Four-player bouts are always the most fun. There are some neat weapons to pick up.





Hurtling around the arenas will help you get to grips with your motor.

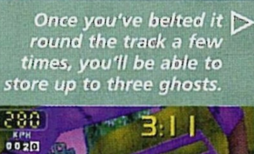
Before you know it, you'll be trashing the opposition and unlocking more goodies!

Ghost

The standard time trial where you get to race around the tracks, with all the shortcuts opened. Each time you finish the course, you get to race against a ghostly version of your former self. You can store up to *three* ghosts at the same time, allowing you to battle it out against multiple versions of yourself!

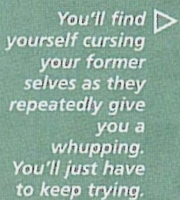


The time trial: Just you, the open road loads of speed and an unhealthy pre-occupation with the optimum racing line…



Once you've belted it round the track a few times, you'll be able to store up to three ghosts.





This is an excellent way to keep track of your performance.



You'll find yourself cursing your former selves as they repeatedly give you a whupping. You'll just have to keep trying.



WHAT? NO FOUR-PLAY?!
While the excellent Stunt and Battle modes offer four-player support, the standard racing is only available to two players at once. We can only guess that the game couldn't handle four separate screens of vast cityscapes. Disappointing.

Show me the Money II

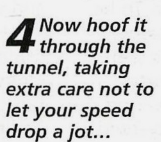
Discovering every secret will see your pockets lined with gold…



1 *Look out for these cones, they normally hide some extras, like this secret switch…*



2 *Activate it and you'll be able to burn it around the city subway. Take care not to smack into the trains.*



3 *Exit the subway and open your handy wings. They should give you enough lift to get onto the glass runway above you.*



4 *Now hoof it through the tunnel, taking extra care not to let your speed drop a jot…*



5 *…because you'll need it if you're going to make it safely round this loop. Success means coins!*





MONSTER MENU
As if Midway hadn't crammed enough into *2049*, after several hours play we discovered this cheeky little cheat menu. It features a list of options, including invisible tracks and suicide mode, but you'll have to wait until next month's tips to find out how to access it.

What futuristic racer would be complete without some high-speed, neon filled, tunnel action?



Complete a series of shortcuts and you'll be rewarded with a massive lead, and, hopefully, a gleaming gold coin.



You'll need your wings to stop you losing control.

Strangely enough, you can actually add fog... Um, no thanks.



Hold on for a jutting piece of scenery and he's history!

Plenty of throttle and some serious air is all you need here. Umm, we're going to crash...

See that green strip up ahead? That's where we want to be. More speed next time, then.

Those of you familiar with the previous *Rush* incarnations will no doubt be a little sceptical at the thought of another *San Francisco* spectacular. To be perfectly frank, we felt much the same. While its predecessors were pretty respectable efforts, visions of sluggish steering and infuriatingly floaty-twirly handling came flooding back. But *San Francisco Rush 2049* has proved to be something of a surprise. Because while it's still floaty, still twirly and the handling *still* suffers, for some reason we simply can't put this outrageous driving game down.

The speed alone is enough to have you drooling, but best of all, it's pacy and *completely* devoid of fog. Easily as fast as *Ridge Racer 64*, *2049* boasts an incredible wealth of scenery surrounding the track, and substantially more than NSTC's classic.

Huge, neon-lit skyscrapers, giant fishbowls, oversized lava lamps and interwoven loops tower over the 'standard' track, teasing you into stopping your car and reversing past the stragglers for another look. Which is not a bad idea, because in doing so, you'll discover oodles of interactive scenery, like floor switches, pressure points to operate the ramps, and movable walls which can be pushed out to smash the race leader straight into an adjacent building.

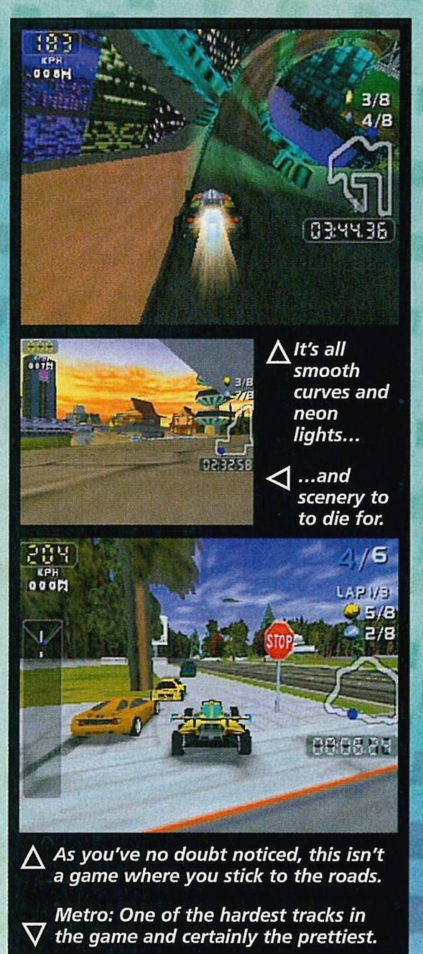
What's even *more* surprising is the fact that everything screams past you with crystal clarity, a framerate to die for and no visible pop-up. At all. Thereare still a few graphical niggles carried over from *2049*'s predecessors: the 2D sprite trees and lampposts crop up again, and while you can drive through some and knock down others, there are still the few that unexpectedly trash your car at the most inopportune moment – which can lead to some seriously nasty vocal outbursts. Stick with it, though, and all will soon be forgiven as you immerse yourself in the sheer brilliance of each course.

As a straightforward racer like *RR64*, *Rush 2049 does* have its shortcomings. Most of the CPU opponents are a pushover, while the front two cars are nearly always streets ahead no matter how much you floor it or take the perfect racing line. But there's much more to this than simply racing from A to B.

For a start, there's stacks of booty to be found. Collecting every one of the game's hidden gold and silver coins – and some are secreted in the most ridiculously



We're not sure what it is, but we're going to try and land on it if it's the last thing we do.



△ It's all smooth curves and neon lights...

◁ ...and scenery to to die for.

△ As you've no doubt noticed, this isn't a game where you stick to the roads.

▽ Metro: One of the hardest tracks in the game and certainly the prettiest.

CRAFTY CUTS

Beating all the opposition on the track alone is virtually impossible. To get ahead you'll need to cheat. As you travel around, look out for openings in walls, and switches on the ground. You'll soon discover more devious ways of getting ahead...





1 Hidden just around the corner you'll discover this cheeky little side-ramp. You can be sure it'll knock a few seconds off your time.

2 Crank up the speed, activate your wings and you should get enough lift to see you onto this rooftop.

3 Before you know it, you'll be flying over the top of the other racers and chuckling to yourself like a loon!



1 Look out for these switches. Driving over them opens up secret concealed sections in the track's walls.

2 There you go! Just behind the little clump of trees a circular opening appears, signalling the route to glory.

3 Inside you'll need to keep your vehicle under control. If you come out the wrong way up then it's curtains.

hard-to-reach places – may sometimes require a handful of luck, but more often than not calls for plenty of skill. If you enter the game's Practice mode, you're given free reign on each of the six tracks to explore the vast tunnels, alleyways, ramps and jumps that make up the surrounding cityscapes. And this is where you'll be spending most of your time, because if you cover every square inch of turf, not only will you familiarise yourself with the tracks, you'll find more coins, hone your techniques and unlock more of the game's hidden features.

VISUALS ***Huge, neon-lit skyscrapers, giant fishbowls, oversized lava lamps and interwoven loops tower over the 'standard' track.***

And then, just when you think you've seen everything, you'll stumble across a tiny hole in the wall which catapults you through psychedelic tunnels, sends you crashing through glass panes and then smashes your motor to a pulp. All of which leaves you gasping for breath and wondering how the hell you got there in the first place.

Should you fancy something a little different for a while, there's also a great selection of Battle Mode tracks on which you can attempt to trash your mates, plus a quality stunt mode à la *Tony Hawk's* for you to test out your crazy trick-drivin' prowess.

Lovingly crafted and tweaked, this really is a racer like *no* other. On the one hand it'll have you shedding *real* tears and cursing 'til you're blue in the face. Yet on the other, it'll have you punching the air with joy each time you perfect a certain shortcut or discover that last, highly elusive gold coin.

As a complete – if ever-so-slightly-flawed – package, *San Francisco Rush 2049* has emerged as an unlikely, yet very welcome member of the N64's racing elite – the thought and effort bestowed on it *really* shows. Infinitely more rewarding than *Ridge Racer* could ever hope to be, *2049* offers a unique slant on an otherwise tired genre, while delivering more single-player replay value than any other future-racer game before it.

GERAINT EVANS

pluses & minuses

+
- A refreshing take on racing.
- *Massive* tracks!
- Super-smooth visuals.
- Very challenging.
- Loads of replay value.
- Addictive as hell.

–
- *Very* frustrating.
- Controls could have been improved.

If you like this...

Wipeout 64
Midway
N64/23, 88%
Top-notch future racer with a pumping soundtrack.



9 VISUALS
Incredible cities that move very quickly with no pop-up or fog.

7 SOUNDS
Thumping techno and trancy break-beats. The dodgy engine noises spoil it though.

8 MASTERY
The cities are so big, you'll wonder how it moves so well.

8 LIFESPAN
Absolutely rock-hard with loads to unlock. You'll be hunting for those coins for ages.

VERDICT
Forgive its niggles and you'll discover an absolute corker of a game. Beautiful, fun, challenging and lasting.



91%

PREVIOUSLY IN N64 We got physical with Herc back in **N64**/42's previews.

TEXTBOOK FOLLY
It's obvious Player 1 have spent a good deal of their time sampling Miyamoto's wares. *Blues Brothers 2000* ripped several pages from the often-photocopied *Mario 64* book, and now they're having a pop at *Ocarina of Time*. Even some of the textures seem to have been borrowed. The particularly eagle-eared may even be able to spot some melodic similarities.





THREE'S COMPANY

In a stroke of inventive genius, you can play as different characters in order to complete all the tasks...

HERCULES

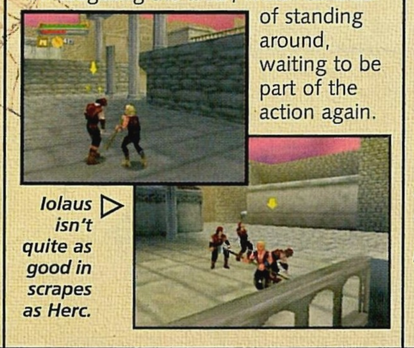
Favouring the Mr T school of fighting ("I'm gunna throw you helluva far, sucka!"), contestant number one eschews the use of weaponry. His super-smack (hold B) will rapidly dispatch any armoured guard or cackling buffoon who crosses his path. Being of divine origin, Herc can accomplish feats that mere mortals find impossible, like lifting big rocks.



You'll meet a lot of baddies along the way.

IOLAUS

Herc's wise-cracking mortal crony favours the fighting credo, 'walk quietly, carry a big stick'. Like a spider monkey with a mullet, contestant number two can climb the vines that lead to areas inaccessible to his close friend. He is often to be found 'investigating the area', which consists of standing around, waiting to be part of the action again.

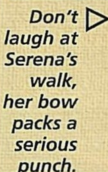


Iolaus isn't quite as good in scrapes as Herc.

SERENA

The Golden Hind, no less. Marginally less useful than the combat helicopter of the same name. Contestant number three is something of a Johnny-come-lately, joining the action at Mount Olympus. Her clippety-clop movement feels pretty silly at first. However, she carries a bow, which is a handy tool for dispatching the great fiery dragon.



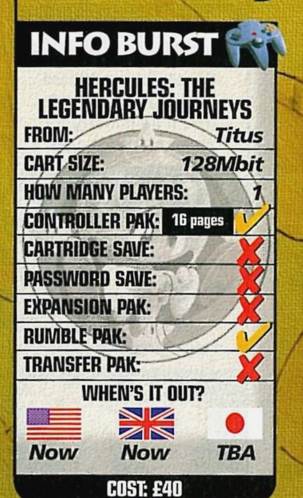




Don't laugh at Serena's walk, her bow packs a serious punch.

HERCULES: LEGENDARY

Titus' new 3D adventure is Greeced up and ready to go...



INFO BURST

HERCULES: THE LEGENDARY JOURNEYS	
FROM:	Titus
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	16 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £40



You gunna fly, sucka! I pity the fool!

This scribe introduces the story. Ooh.



There's a money-blagging temple in each town. It's obligatory.

Run-ins with the likes of this minotaur fellow can be pretty exciting and equally deadly.



The scribe chap also saves the game in a weird reality-jarring moment.

Not so impressive now we've smacked him down a bit.

Herc's so strong, he doesn't even need his legs to swim.

Herc will focus his attention on the skeleton chap with the arrow above his head.

The dizzying heights of Olympus, shrouded in a thin film of fog.



Look carefully and you might see a fairy-boy talking to a cow. Not really.

Yon cyclops has a case of the rickets. Nurse! Vitamin D, stat!

GNARLY, DUDE!
Although not quite as surfer-esque as the conversation of our own Paul, the dialogue (well, text-based dialogue) is very Californian, much like the Channel 5-tastic TV show. This is admittedly preferable to the cod 'ye's and 'thou's of the Deku Tree, but does include a few awkward anachronisms. Current cheesy favourites include "Brr. It's colder than Newyorkus out there!" and "Giggle!".





THE JOURNEYS

Now, we quite fancied the look of this, despite it being a stablemate of *Blues Brothers 2000*, *Superman* and *Taz Express*. Chuntering about the mythical lands of Ancient Greece, scrapping with the likes of Cyclops, and throwing people hither and yon – together with the odd RPG element in there too – seemed quite appealing. *Zelda* all over again.

Hercules: the Legendary Journeys centres around the following plot. Hera (bad god) poisons Zeus (good god) and sets about all sorts of mischief, including letting Ares (very bad god) run riot. It's up to the incredible Herc and his small troupe to set matters straight across large portions of the land.

MASTERY *The combat in Hercules is fairly satisfying, but it's not as refined as Miyamoto's.*

To describe *Hercules*, it's exceedingly tempting to point to *Zelda*, then point to the numerous ways in which *Hercules* is not as good. This wouldn't really be fair, considering the small army that worked on *Zelda* for a very long time. But then, *Hercules* really does take a little too much inspiration from the green-vested fairy boy for us to be particularly lenient. Miyamoto innovations like the A button which changes function according to the situation and the Z camera-centering seem to have been heavily influential, as has most of the combat system (though *Herc's* also looks a bit like *Fighting Force*). Even the *plants* bear an uncanny resemblance to Hyrule's flora.

There is a little more emphasis on chucking stuff around, including baddies, but there's also a magical element with the potions on sale. Operated via the C-buttons, they'll freeze an opponent, set him on fire and so on, a little like Din's Fire, Nayru's Love and the like.

The real genius of *Zelda* lay in its character interaction and inventive puzzle-solving. Although there's a degree of text-based chat among the near-identical cast, the puzzles are all of the "Looks like I need a key", "Oh look, there's a key" variety, which makes gameplay very linear. Often this involves backtracking large distances to visit prior locations – this is a fairly cheap way of extending the number of hours you'll get out of the game, as is the way of getting money. For certain tasks you need hard currency, which can only be obtained by punching the limitless supply of enemies. The combat is fairly satisfying, but not as refined as Miyamoto's. You twizzle around, hammering B (bit like *Blues Brothers* – shudder), delivering knuckle sandwiches door-to-door. This is where the

GO! GO!



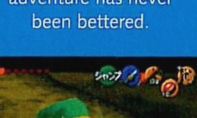
pluses & minuses

+
- There's plenty of exploring to do.
- The combat is pleasingly crunchy.
- Pretty humorous.

−
- Squares up to *Zelda* and fails badly.
- Repetitive.
- Simplistic puzzles.

If you like this...

Legend of Zelda: Ocarina of Time
Nintendo
N64/24, 98%
Miyamoto's superb adventure has never been bettered.





7 VISUALS
Not bad, if a little blocky at times. The plants look almost straight out of Hyrule.

6 SOUNDS
Olde-worlde music peppered with the odd "Hey!", "Thwack!" and jarring bit of strings.

6 MASTERY
We've seen everything here done better a long time ago.

6 LIFESPAN
It's fairly big, but shallow, and you won't be coming back for more.

VERDICT
Rabid fans of the TV show who've never played *Zelda* will lap it up. However, those of us with multiple brain cells should give this one a wide berth.



66%

MAGICAL MYSTERY TOUR

Don't need an invitation – let us take you on a trip around some of *Hercules'* moderately spiffing locations.

FARM

It all begins here with your four-legged chum Serena showing you the ropes. Lift rocks, jump around, beat up scarecrows. Be sure to visit the mysterious scribe on top of the barn, as he'll save your game for you. This is a typical training area, basically.





◁ *Practice your combat skills on these straw twerps.*

TRAYCUS

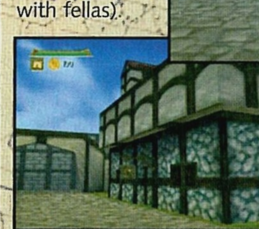
The first major town you'll come across. The chatty inhabitants seem to get by with only a tailor and a tavern. Lucky sods. Pay a visit to the watchtower for a highly strange encounter with a guard who's missing his teddy bear.

▽ *Oh. The river's run dry. Better sort it.*



THRACE

Another town, only mysteriously deserted. It serves as something of a hub where you can change characters and from which you can visit the Sacred Gardens, or head off to either San Tomanicus (sweaty beach with ladies) or Alpsius (freezing dump with fellas).



◁ *Only a few of the Tudor-style buildings are open.*

SAN TOMANICUS

Santa Monica, anyone? We'd like to retire one day to this seaside resort populated entirely by identical red-headed women. The puzzles here follow the textbook scenario of helping an innocent person who miraculously has exactly the item you need for your quest. Bah!

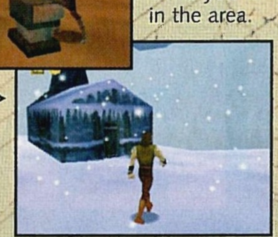


◁ *All the houses here are on a raised level. Don't fall off.*

ALPSIUS

You need a special coat to visit here, as Herc finds it a bit parky (cue a trip back to the tailor in Traycus). The goodly townspeople are playing it very cagily, due to some sinister divine happenings. Pop in to see blacksmith-type Hephaestus while you're in the area.

That fetching coat should keep out the cold a bit. ▷



MOUNT OLYMPUS

No wonder the gods are nowhere to be found, since they've probably all plummeted to their untimely deaths. Seems like Protecta, god of those rails that stop kids falling down stairs, is being slack. This is where you run into Serena for some dragon-bashing.



How are we meant to get over there? Magic, folks. ▷





△ *The farmhouse where it all starts. What's with the box on the string?*

Hello, petal. Got anything useful to say? Naah, just a little chat then. Okay. ▷

generally reasonable technical standards start to slip. It all gets a bit jerky. Apart from that minor drawback, you'll see only a little fogging and an occasionally cretinous camera. Again, neither of these is quite as heinous as Player 1's previous crimes. Maybe, just maybe, they're on the mend…

The bosses are a pretty decent bunch. They're not Volvagia or Bongo Bongo by any stretch of the imagination, but we like the way they're hyped-up by terrified villagers. It makes you genuinely nervous about confronting The Cyclops Who is Menacing The Village™. However, that floaty, twitchy punching system lets down these encounters. They mostly consist of learning your foe's weak spot from those ever-handy village inhabitants, then frantically pegging it around, attempting to smack said wrong-doer in the prescribed manner.

Which pretty much sums *Hercules* up. It had the potential to be a lovely little goer, all RPG-puzzly and chopsockingly pleasing. It set its sights incredibly high, blasphemously attempting to mirror an all-time classic, only to give us a pallid and slightly slipshod imitation. This betrayal should have boiled our blood, but as it is, we're simply feeling a bit let down, as it could all have happened so differently. Oh well. Life goes on.

ALAN MADDRELL

THINGS YOU WANT FOR THINGS YOU DON'T.

Snoozebutton's got a Moby cd for 175 Swapits

Drool's got an Ali G video for 150 Swapits

Supreme DJ's got an Ibiza-Anthems double cd for 225 Swapits

Savagemouse's got WWF Smackdown for 375 Swapits

Basshead's got Tomb Raider: The Last Revelation for 360 Swapits

Bomb-funk's got Tony Hawk's Skateboarding for 350 Swapits

Red Devil's got Man Utd - The Treble for 225 Swapits

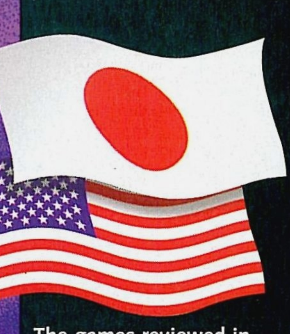
Pink-Peril-UK's got a Dreamcast Cheats book for 150 Swapits

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The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

IMPORT ARENA

PREVIOUSLY IN N64 A colourful preview of *Pokémon Puzzle League* featured in **N64**/45.

Aww. It's the most pwettiest badge of them all.

That is Brock in the maid's outfit. Yikes.

Another of our hopeless custom puzzles that doesn't work properly.

The level rises – and the speed of the blocks increases – as time goes on.

The gang are all here. Press A and you can hear them speak. Bonus!

Prof Oak's friendly ways make the new 3D mode seem simple. It's far from it.

Thanks to a timely five-tile combo, we've sent our opponent packing. Yay!

AS SEEN ON TV





The N64 has seen some fairly impressive cut-scenes in its time, but *nothing* comes close to *Pokémon Puzzle League*'s one-off intro.

It's rendered in exactly the same style as the TV show, with animation and speech that'll fool you into thinking you're watching SM:TV Live. The whole thing's over in less than a minute, with the final scene introducing the Pokémon Puzzle League Village, but the sight of Ash, Prof Oak and little Pika coming alive on your N64 – complete with all the same voices you've heard on the telly – couldn't do a better job of getting you in the mood for some Pokémon-based puzzling.

INFO BURST

POKÉMON PUZZLE LEAGUE

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Dec	TBA

COST: $50 (approx £35)



PERSONAL PUZZLES

Over at Puzzle University, there's the welcome opportunity to build your own *Puzzle League* puzzles. It's simplicity itself: choose the background scene, from a range that worryingly includes Brock in a maid's outfit, then scatter coloured tiles around the screen to create your brain-teaser. The final puzzle should allow your friends to clear the screen in the number of moves set by you – sadly, our stunning recreation of the N64 logo simply collapsed as soon as the game started, leaving Poliwhirl standing forlornly at the side of the screen while we surveyed the tattered remains of our masterwork.

POKÉMON PUZZLE LEAGUE

Pikachu and Tetris Attack collide – with block-busting results.

We've been itching to play *Pokémon Puzzle League* since its announcement early this year. For one thing, it's the second game from NSTC – Nintendo's in-house coding team based in Redmond, USA, and the folk who brought us the incredible *Ridge Racer 64. And* it's an all-too-rare N64 puzzle game, based on one of our favourite SNES classics.

Oh, and there's another thing. There's something about the star of *Pokémon Puzzle League* – a small, pointy-eared rodent with rosy red cheeks and a great big grin – which makes us think that he and his multi-coloured chums are destined for *very* big things. Find out exactly how this 'Pikachu' fellow contributes to the N64's best puzzler, just over the page...

◁ *Need more blocks? Tap R to bring them scrolling up the screen at super-speed.*

△ *A quadruple-chain Garbage Block – the result of four combos – is a rare old sight. It's scuppered Ash's opponent.*

Problem No. 12 at Puzzle University, and our brain is already starting to hurt. ▽

GO! GO! ▷

PICK YOUR OWN
When you first switch on *Pokémon Puzzle League*, the game's coloured tiles are decorated with the symbols for Pokémon classes – a leaf for grass, a flame for fire, and so on. But we much prefer the more basic shapes used in the original *Tetris Attack* – the 1992 game that *Puzzle League* is based on. Which is why we cried tears of happiness upon finding an option to change the tiles back to their original forms. Yay!

PUZZLED OUT

A select few seconds from a typically frantic *Puzzle League* match.

1 First, choose your Pokémon. It makes no difference to play, so simply pick your favourite. Pikachu, we choose you!



2 The most basic move: linking three similar tiles in a horizontal or vertical row to make them vanish.

3 Or, slot a tile into the gap between two lined-up pairs, like these yellow stars here, and create a 'fiver'...







4 ...which sends a Garbage Block, five tiles long, crashing onto your opponent's side. Bonus.

5 A line of three or more tiles next to the big brick easily converts it into normal coloured blocks...

6 So, to really scupper your rival, link three or more grey lightning blocks and give them a massive Garbage Block to deal with.

The innovation could only last so long, we suppose. After we'd gushed about Nintendo's inability *not* to innovate with every N64 Pokémon game – *Pokémon Snap*, *Pokémon Stadium* – they've finally woken up to the concept of simply sticking Pikachu's face onto an eight-year-old game and waiting for the cash to roll in.

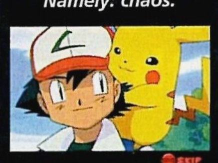
There's no need to feel ripped off, though. The guts of *Pokémon Puzzle League* – 1992's *Tetris Attack* on the SNES – happen to belong to just about the most enjoyable puzzler in the whole wide world. It doffs its hat to *Tetris* without shamelessly aping it, and matches the frenzied pace and gut-jittering excitement of the Russian block-tumbler at its very best. Plus, as undoubtedly gimmicky as the inclusion of the electric mouse and his cohorts may be, *Pokémon Puzzle League* is doubly irresistible with the smiling, saucer-eyed faces of Pokémon scampering all over the screen.

It works like this: coloured tiles gradually shunt their way up in rows from the bottom of the screen; by switching horizontal pairs you can create horizontal and vertical lines of like-coloured blocks, at which point they'll fizzle away. Colossal bonuses are on offer for waving off four or more tiles in one go, or creating triplets from falling blocks, and this – coupled with the rising tide of tiles and rainbow-hued explosions filling the well – will have your eyes threatening to come loose from their sockets as they dart around the screen trying to keep up with everything.

Nintendo haven't wasted the Pokémon license – the chuckling critters and their human masters are *everywhere*. Every corner of every screen is filled with

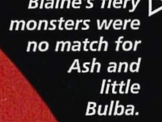


Blaine's fiery monsters were no match for Ash and little Bulba.



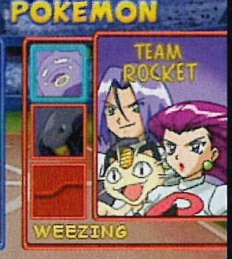


The end result of an N64-designed custom puzzle. Namely: chaos.









△ Pokémon are knocked out one-by-one in Vs matches. Team Rocket prepare for trouble.

◁ We reached Stage 7 in 15 minutes – but that was on the cowardly 'Easy' mode.



Brock's line of heart tiles means garbage for us.

The faces that pop up when you've created a combo give us the creeps.

Beat Tracey to get your hands on Marill from Gold/Silver.

3D mode. Hard difficulty level. We're done for.

Team Rocket. As Vikings. Of course.

Game over! Expect gloating from Gary.

Pokémon, indistinguishable from the heart-warming TV show; the patterns on the tiles and the Gym badges on offer in single-player are stolen straight from *Pokémon Red/Blue*; and anyone from Ash to Jesse and James can be sent into the puzzle arena, with a corresponding team of Pokémon who'll scream happily in Pokétalk ("Bulba! Bulba! Bul-baa-saur!") with every successful combo.

Inevitably, the two-player mode is what will keep *Pokémon Puzzle League* out of its box the longest – the frantic pace, combined with blocks regularly being dumped on you by your cackling opponent makes for multiplayer laughs that threaten the all-conquering *Bust-A-Move*. But there's also a brace of modes on offer for solo league players, including a brain-bending 3D mode that brings you a wildly rotating cylindrical well, and asks you to keep track of twice as many swelling ranks of tiles as usual – half of which are hidden from view at any one time. It's a fairly unimaginative concept – *Tetrisphere* took *Tetris* and gave it a third dimension way back in '97 – but it's an admirably neat way of doubling *Puzzle League*'s lifespan.

And it's the wealth of one-player variations – Nintendo's determination that their game won't end up in a darkened cupboard after a couple of weeks – that means *Pokémon Puzzle League* just pips *The New Tetris* to the hallowed award of Best N64 Puzzle Game. By marrying the world's biggest craze to one of gaming's most satisfying puzzlers, Nintendo have truly created a monster. Unless you'd rather spend an evening in the company of Les Dennis than Pikachu, there's no reason why you shouldn't adore this to bits.

MARK GREEN

MAN, OR ELECTRIC MOUSE?

Pokémon Puzzle League has something for everyone, from hardcore gamers to brain-free wusses.

EASY! Mimic Mansion

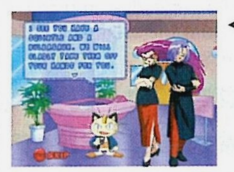
This is where Tracey – the young lad who owns cute blue mouse Marill – demonstrates the ins and outs of the game with the aid of a 'Super Easy' version of the normal 2D puzzle mode. It's painfully slow, allowing you to experiment with combos.



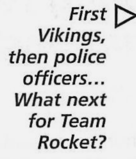
Only the snail-like Super Easy mode makes big combos possible early on.

HARD! Spa Service

Ostensibly a front for Team Rocket's evil schemes, the Spa is also home to the 'Clear Line' mode, where the aim of the game is to clear all the blocks above a white line. Using combos is the key – they momentarily freeze the steadily-rising blocks.



James' cross-dressing antics are in full effect for Pokémon Puzzle League.

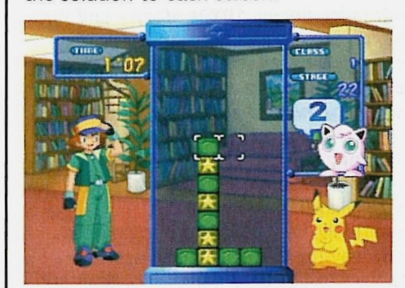




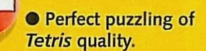
First Vikings, then police officers… What next for Team Rocket?

EVIL! Puzzle University

For each of the 100+ individual puzzles, there's a collection of blocks, and a limited number of moves with which to clear them. Even on the 'Basic' difficulty level, your brain and eyes will threaten to shut down before you stumble on the solution to each screen.



We skipped puzzle 21 after spending an hour getting nowhere.



pluses & minuses

+

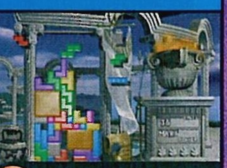
- Perfect puzzling of *Tetris* quality.
- The usual Nintendo-quality controls.
- All sorts of bonus bits and pieces.
- Pokémon all over the shop.

–

- You will need friends for maximum fun.
- No four-player mode.

If you like this…

The New Tetris
Nintendo
N64/33, 88%
The only non-Game Boy version of *Tetris* worth playing.



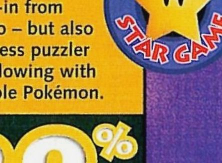
7 VISUALS
Pikachu, Meowth, Togepi, Marill – they're all here, in pleasingly TV-like form.

8 SOUNDS
Superbly soothing renditions of the TV and movie soundtracks.

5 MASTERY
Take a trip back to 1992 to see the SNES doing exactly the same thing.

8 LIFESPAN
More solo modes than we'd any right to expect, plus an impossibly compulsive two-player.

VERDICT
An unusually cynical cash-in from Nintendo – but also a flawless puzzler overflowing with loveable Pokémon.





89%

PREVIOUSLY IN N64 You won't have seen *Ms Pac-Man Maze Madness* in **N64** – until now.

PAC IT IN

We had high hopes for *Ms Pac-Man*'s multiplayer – the chance to finally assume control of Blinky, Pinky, Inky and Clyde and chase Ms Pac-Man around a dot-filled maze. Sadly, Namco have made an *awful* job of it. The mazes are viewed from an unhelpful three-quarters angle – thanks to the misguided belief that everything on the N64 *must* be in 3D – and the blurry visuals make it all but impossible to see what's going on. Meanwhile, the variations on the original *Pac-Man* theme – including a bomb-based version of tag – are ruined by the fact that the chasers move twice as fast as the other players. Terrible.



What's going on here, then? You may well ask.

Blurry Pac-folk and a needless 3D perspective. Ms Pac-Man's multiplayer mode is truly dreadful.



Fire-breathing brick boys aren't good for Ms Pac-Man's health.

Those caterpillars are certainly quick on their 20 little feet.

The end result of pushing a TNT crate against a block. On you go, Ms Pac.

That radar at the top of the screen there shows you the location of any leftover dots – essential for stacking up the highest scores.

MS PAC-MAN MAZE MADN

Pac-Man's girlfriend gets a makeover for her 19th



INFO BURST

MS PAC-MAN MAZE MADNESS	
FROM:	Namco
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK: 8 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Nov	TBA	TBA

COST: $50 (approx £35)

What are Namco up to? First *Namco Museum* – five ancient games brought to the N64 in all their jerky, beepy, 1980s glory – and now this, an update of a coin-op that's very nearly two decades old. If only the Japanese powerhouse would bless us with some *new* ideas – even our version of *Ridge Racer* arrived three years too late, dang it.

For all that, though, *Ms Pac-Man Maze Madness* isn't at all bad. Admittedly, its method of bringing the retro play up-to-date – introduce the graphics to the third dimension, then add a substantial dollop of block-shoving, switch-tripping puzzles – is suspiciously similar to *Lode Runner* and the rest of the retro-themed family. But there's a refreshing simplicity to the game that had us yearning for the good old days with tears running down our cheeks – especially when the perfectly-sampled pill-munching sound from the original arcade game filled our ears.

MASTERY

There's a refreshing simplicity to the game that had us yearning for the good old days with tears running down our cheeks.

Each of *Maze Madness*'s top-down levels is crammed with two types of puzzle. First, there are sections that work exactly like screens from the original *Ms Pac-Man* – areas filled with dots, powerpills, ghosts and that brilliant *something* that keeps the original *Pac-Man* formula feeling fresh. Second are the more familiar puzzly regions, where bounce pads send you flying towards hidden fruit, blocks can be pushed to help you traverse gaps, and moving platforms take you towards hidden keys. It's wholly unoriginal stuff, but because getting hopelessly stuck on a puzzle is rare, *Maze*

Chased by a scampering dragon in Pac Ping Harbour. Pretty, no?

The bounce pad in the corner will net you the red key. Not tricky at all.

ESS

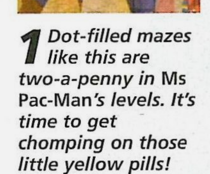
birthday.

PAC AND FORTH

The *Ms Pac-Man* experience in six easy steps.



1 Dot-filled mazes like this are two-a-penny in Ms Pac-Man's levels. It's time to get chomping on those little yellow pills!





2 Powerpills are hidden in corners as you'd expect, allowing you to gobble up petrified nasties.



3 Six pieces of fruit are stashed away in hard-to-reach places. Find them all and you'll be rewarded with a bonus life...



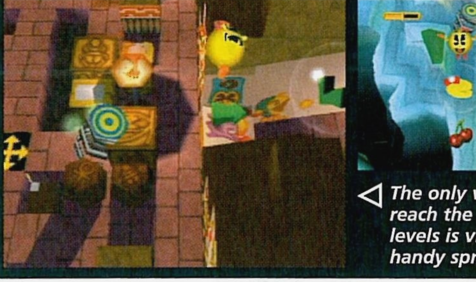
4 ...which comes in handy when you're up against these fast-moving green caterpillars. Or, grab a powerpill and scoff them head-first.



5 Buzzsaws catapult the rotund lady to a faraway platform – rather than slice her to shreds...



6 ...but you'll only be allowed through the next door if you've munched the requisite number of pills. Easy enough.



Despite Ms Pac's pitifully sexist looks, she is cute.

The only way to reach the upper levels is via these handy springs.

Madness ticks over nicely throughout.

If anything, in fact, it's *too* easy. *Maze Madness* is far too eager to help you through to the end of each level – there are arrows, signposts and a moustachioed Professor Pac-Man handing out hordes of hints – and the limited number of ghosts, mummies and terrifying dogs chained to posts isn't much of a threat to the smiling yellow blob, thanks to the sheer number of power pills left carelessly scattered around the arenas. By the fifth level, we'd collected over *20* extra lives without losing a single one, *and* found every last yellow dot, powerpill and piece of bonus fruit – without really trying.

Luckily, there's plenty to the game – 20 levels in all, distributed over a succession of typically-themed grass, ice, lava and Egyptian worlds – and there's a well thought-out Time Attack mode with an ominous on-screen clock that should give your restless fingers plenty to do after whizzing through the solo stages. And if all *that* isn't enough for you, there's the addition of the original *Ms Pac-Man*, perfectly emulated right down to the original machine's gibberish-filled start-up screen – although we'd have preferred to see it unlocked after a few levels had been completed, à la *Donkey Kong 64*.

Aside from the horribly disappointing multiplayer, then, and visuals that are bound to have latter-day polygon junkies whining, this is a simple update of *Pac-Man* that'll provide hours of fun for people both with and without long memories. It's just a pity that the shamelessly sexist Ms Pac-Man concept – Pac-Man tarted up with lipstick, false eyelashes and knee-high pink boots – hasn't been updated for the 21st Century, too.

MARK GREEN

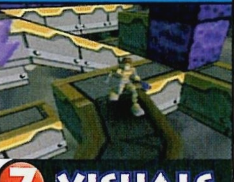
pluses & minuses

+
- Pleasingly puzzly.
- Dot-munching concept still works.
- Full retro coin-op included.

–
- Not for folk obsessed with looks.
- Questionable longevity.
- Abysmal multiplayer.

If you like this...

Lode Runner 3D
Infogrames
N64/29, 70%
An '80s game given a pleasingly modern polish.



7 VISUALS
A successful bringing up-to-date of the original *Ms Pac-Man* visuals.

7 SOUNDS
All the original sounds, perfectly recreated for teary-eyed nostalgics.

5 MASTERY
The N64 can do so much more, but that's not the point.

7 LIFESPAN
Plenty to be getting on with, but it's a shame about that multiplayer.

VERDICT
If complicated games are getting too much for you, *Ms Pac-Man* is the perfect tonic. Simple, enjoyable retro-based fun.

72%

Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64

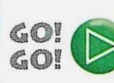
This month's top guide:

TUROK 3

Whipping your mates proving tricky? Swot up on our multiplayer tips and you'll be wiping them out in no time! 72







Club 64 MAILBOX

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e-mail:
n64@futurenet.co.uk

Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (from RadicaUK Ltd: 01992 503133). All other letters printed win a prized **N64** badge!

You're a clever lot, you know. What with arts and crafts, sharp *Perfect Dark* observations, game ideas and even translation! Nicely!



'big fan'

As a big fan of *Perfect Dark*, I thought I'd have a go at making my own Dr Caroll. In the best Blue Peter tradition, I've used sticky back paper and a cornflakes packet – hope you like it. I think if you got permission from Rare to use the correct textures it would be easy to make a far superior version of the doctor for your next sticker kit giveaway.
Gary Miller, Dover

Fantastic! **Ed**

Correction corner

What? Wrong? Us? Oh.

So Nintendo now have a base in Cuba, do they? Turn to page 26 of issue 46 and you'll see what I mean. Maybe Max's queuing for hours for a copy of *Mario Tennis* was because he was on the wrong island. Still, I'm sure it was a great laugh for him, wasn't it?
Neil Clowrey, Stockport

Jud didn't bother going to his geography lessons. He was too busy listening to Depeche Mode albums round his mate's house. **Ed**

In your *Pokémon Stadium 3* Future Look in **N64**/47, you called one of the Pokémon Hou Hou, but his name is actually Ho-oh. He's the fifth legendary bird and the mysterious Pokémon Ash saw in the first episode of the TV series.
George Armstrong, Leighton Buzzard

Right. That's it! This will be the last Pokémon name-related correction corner! **Ed**

In the Coming Soon section of issue 46 you showed us *Aidyn Chronicles*. Next to one of the screenshots you commented, "This looks worryingly like THQ's awful *Holy Magic Century*". I think you'll find that Konami published *HMC*, not THQ! But don't worry guys, you're nearly 50 now, and everybody knows what happens when you get old.
Dr Roundo, West Midlands

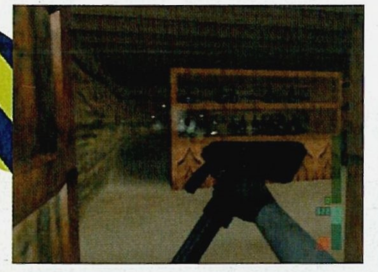
Ah, but THQ did publish HMC *in the US. So we were half-right. And, of course, half-wrong.* **Ed**

In **PGB**/46, in the review of *O'Leary Manager 2000*, you called Luis Figo a plucky Spaniard. I found this hard to believe because, for one, he talks Portuguese and, for two, he plays for Portugal. Which ignorant fool was responsible for this?
Scott Cunningham, Scotland

I blame Martin. For a change. **Ed**

'funny remarks'

You asked for funny remarks made by characters in *Perfect Dark*. Well, on Carrington Villa: Hostage One, if you clear out the guards in the wine cellar and then shoot all the bottles off the shelves, after the last bottle's smashed, you'll hear Carrington's voice come from nowhere saying "Act your age, Joanna".
Lance Pursey, Northants



Hitting the bottle makes you hear voices. Mother was right.

We're actually planning on compiling a feature packed with all of PD's quirky bits – and judging by the number of letters we've had, there are plenty of them – so if you've come across something a bit strange (guards that won't die, or any other unusual glitches) send it in. **Ed**

'crying buckets'

What's this I hear about Nintendo World merging with **N64**? I really like Nintendo World, and I'll be crying buckets if I find out it's disappeared for good.
Michael Povey, Gloucester

Well, Nintendo World as a separate entity is no more. But, with a push here and shove there, we've managed to squeeze all the best bits of the mag into **N64** *as of this month. Pokémon Club, for example, is over on p15, and Monster Museum has been incorporated into The* **N64** *Board over the page. Have a flick through this issue – you'll find plenty more to satisfy your Nintendo World cravings.* **Ed**

'schmoe-anna'

Okay, I know it's a pretty puerile debate, but Joanna Dark, hottest babe on the N64? Schmoe-anna Dark more like! If you want to know who the hottest babe on the N64 is, I'll tell you: Misato Katsuragi from *Neon Genesis Evangelion*. I bet Wil Overton would agree with me.
Ranma Saotome, via email

I bet he would, if Rare hadn't stapled his mouth shut as soon as he started working there. **Ed**



A pretty lady, sure. But does Misato out-babe Jo D? Ranma S thinks so...

'in italy'

I was on holiday in Italy recently and in the local supermarket my Mum noticed a chocolate egg. It looked like a Kinder egg, but in fact it was a Super Mario egg with a picture of the little Italian on the front. I have enclosed a picture for you to see. Cool, eh? The toy in the egg sucked, though – it was a plastic car.
Francesco Lisi, Edinburgh

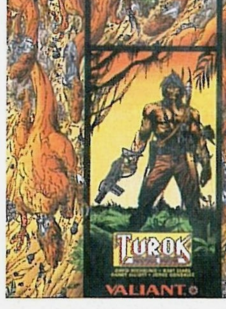


One Super Mario egg. (Teenager-shaped holder not included.)

We have it on good authority that there's a factory full of Yoshis somewhere churning those eggs out. Poor souls. **Ed**

'rooting around'

I'll be blunt as I'm leaning on my copy of your *PD* guide. The other day I was really bored, so I started rooting around in my cupboard, and I found a really old dinosaur magazine with an article about comic books in it. It was all about old dinosaur comics, and I found an amazing thing. There was a Turok: Dinosaur Hunter piece about a comic book hero called Turok who hunted and killed dinosaurs. Did Acclaim have permission to copy this?
Jonathan Croft, Cumbria



Dino hunter, comic star – T does it all!

Acclaim did have permission to copy Turok. In fact, shortly before the release of the N64 they bought Valiant Comics, the company who produced the original strips, enabling them to create games based on the popular characters. Acclaim's other big N64 title, Shadowman, *is also based on a comic strip.* **Ed**

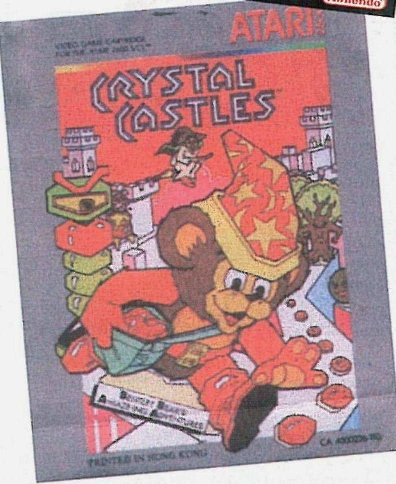
'strangely familiar'

While looking through some old Atari 2600 games I came across a cartridge called *Crystal Castles*. The cover of the game looked strangely familiar. I went and got the *Banjo-Kazooie* box and realised it was almost identical. *Crystal Castles* is about a honey bear called Bentley who collects diamonds and is wanted by a witch. As we all know, Banjo is also a honey bear, who collects notes, jiggys and jinjos, and is also wanted by a witch. They are even doing the same pose on the cover.
David de Cruz, Stoke-on-Trent

Well, I was a little sceptical at first – after all, the fact that both games feature bears and witches doesn't necessarily suggest a connection – but after a quick bit of research it transpires that the witch in Crystal Castles *is actually called Berthilda... remarkably similar to Banjo's Grunthilda, then. Seems those Rare boys have been caught out again!* **Ed**



The Banjo-Kazooie box – but you probably knew that already.



It dates from the mists of time, but d'you reckon this looks familiar?

'flicking through'

I was recently flicking through my edition of Air Gun World when I noticed an advertisement for the latest model handgun. It was only when I reached Area 51 on *Perfect Dark* that I noticed the resemblance, and that's not all... the switch on the barrel of the handgun controls the weapon's second function, changing the ammo from pellets to small darts.
Ford Arnold, Lurgan

'flicking through II'

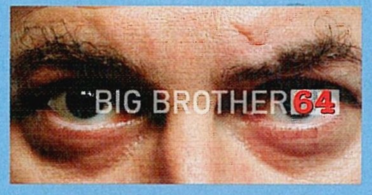
While flicking through an old magazine I noticed a very familiar picture. It looks exactly like the CMP150 from *Perfect Dark*. Apparently it's a Steyr TMP 9mm Tactical Machine Pistol. But it is sadly missing the auto lock-on function of the *PD* version. I wonder if Rare took inspiration from this gun or any

DREAM ON

Move over Shigsy...

BIG BROTHER 64
Based on the hit TV show, you take control of your unique character which you create at the beginning of the game. The aim is to win the £70,000, perhaps by making friends and forming relationships, like Mel, or maybe cheating, like Nasty Nick. There will be lots of conversing with the other contestants, and tasks to complete in the form of minigames. And, just like the show, you have to nominate someone out of the house every week.
Steven Martin, via email

I'm afraid you're already too late. French publishers Infogrames have beaten you to it with Big Brother: The Game *for the PC, where you actually get to choose one of the show's characters, like wacky Nichola or Big Daddy Darren, to play as. Minigames include things like catching flying cutlery – although we'd have preferred to see some chicken-catching action à la* Ocarina of Time. *And if players collect enough diary room keys, they're able to access video clips of the show's most popular moments.* Big Brother: The Game *should be in the shops by the time you read this, but don't expect to see it on your N64. Shame...* **Ed**



BB64 has already been pipped, alas, by a version for the PC.


If DB Z 64 ever came out, we'd have to get Wil back.

DRAGONBALL Z 64
You probably don't know what Dragonball Z is... Well, it's a Japanese cartoon by Funimation, kind of like *Street Fighter*, and it's really popular, both in Japan and America. Anyway, this game is an RPG/beat-'em-up, kind of a mix between *Final Fantasy VIII* and *Soul Calibur*, and you get to play as a Saiyan or Namek warrior. Each character has unique abilities, and you fly and fight your way through the game, making your character stronger as you go. Your aim is to attain all three Super-Saiyan levels, giving your character a huge power boost so he can defeat enemies like Freiza, The Androids, Cell and Majjin Buu. It'd be great on N64 or Gamecube.
Daniel Woods, Manchester

Er, yes, we're sure those, um... Namek warriors would attain some, er, Super-Saiyan levels and no mistake. And as for those Majjin Buu – well! They're... oh, what's the use? If only Wil was here... **Ed**

Send your ideas for games you want to see to: Dream On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

GO! GO!

BONUS LETTERS

For this torturous monstrosity of a game, they should give out cybernetic arms.
Neil Butler, via email

Umm, yes. **Ed**

I think you were correct to give Wil to Rare. He could use some proper work for a change.
Ben Poore, Ashbourne

Damn right. He was a lazy fool. **Ed**

I think *Turok 3* would sell millions of copies if it was bundled with a much sought-after magic black pen which you could use to cover up all those ugly white marks on your mag where the sticky tape pulls the print off.
Aaron Cronin, Dublin

You're probably right. **Ed**

Can't you plant a nuclear bomb outside their office and blow them to smithereens?
Tom Campbell, London

We could get into trouble. **Ed**

It doesn't take a Tom Granville to realise that he needs a quack.
Tom Granville, Bridgwater

No? **Ed**

I have dropped them in dirt many times.
Fergus Alma Scrutton, Rochford

I'd keep them in your bedroom. **Ed**

I was shaking like a leaf and almost in tears as Diaz finally crumbled to the floor.
Andrew Gordon, West Yorkshire

You poor thing. **Ed**

If you could find Jonathan Davies it would be brilliant.
Barry Bracken, Co. Kildare

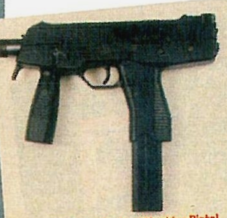
He's wandering round London somewhere. **Ed**

Anyway, must dash – I have a date with Yoda!
Sean Knight, Leeds

Lucky old you. **Ed**

We need not worry, we need not worry.
Tom Winfield, Cumbria

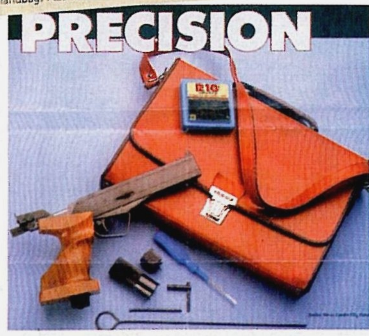
That's a relief. **Ed**



7 Steyr TMP 9mm Tactical Machine Pistol
Small enough to fit on a piece of A4 paper, you'd be forgiven for thinking that this little fella was a puny pistol, until it starts firing 30 rounds of lead at a rate of 900 rounds per second. Designed for "close-quarter fighting" it's accurate up to 25m, and at 1.3kg, is light enough to allow you to leave it dangling off your shoulder like a handbag. Plus there's a single shot option.

others for the weapons in *Perfect Dark*.
Tom Clifford, Co. Durham

Quite possibly. Although if guns like the RC-P120 or Devastator exist in real life, I'm first in the queue for the toilet. **Ed**



△ *Be thankful this isn't a clipping from an alien mag, showing a Farsight...*

'finland'

So it looks like everyone's favourite dinosaur hunter has moved to Finland and set up a business.
Janne Kaitila, Finland

According to Janne, this translates as "Thinking of getting a quality cat? Turok's Kitten Agency." **Ed**

Oletko aikeissa hankkia rotukissan?
TUROK:in pentuvälitys
p.02-4371964

△ *So, there are no more dinos about, but a chap's got to make a living, eh?*

'master craftwork'

I have enclosed a Game Boy holder in the design of yourself, Andrea. This magnificent holder fits all Game Boys and I was hoping I could have *Mario Tennis* for my master craftwork, or even *Mario Golf*.
James Cook, no address

A perfect likeness, particularly in the hair department. And it does, indeed, fit all Game Boys quite snugly. Can't send a game though – will a badge do? Let us know your address. **Ed**



So tell me this

1. In *WWF No Mercy*, will there be a table match?
2. Will there be commentary in it?
3. Can you go backstage?
Ben Salter, West Midlands

1. Not as such, but there are tables that you can smash your opponent through. Charming.
2. No. Pity.
3. Yep – there are a number of backstage areas that you can venture into for fisticuff purposes.

Did Nintendo buy the rights to JK Rowling's Harry Potter books? If so, will they be Gamecube games?
Adam Watts, Bournemouth

Super-publisher EA managed to get their mitts on the lucrative Harry Potter licence. We'll just have to wait and see whether any of the titles make it onto Gamecube or Game Boy Advance.

Are there going to be any Disney games on the N64?
Rebecca Mason, no address supplied

A couple, actually. Donald Duck: Quack Attack from Ubi Soft will be out in November, and Rare's Mickey's Speedway USA should be with us before Christmas. If you're a real Disney freak though, you'd be better off investing in a Game Boy. Then you can look forward to Aladdin, Jungle Book, Disney's Dinosaur, Donald Duck and Little Mermaid 2: Pinball Frenzy.

1. What happened to *Tyrannosaurus Tex*?
2. Is there a colour update of the GB's *Balloon Kid* in the works?
3. What order will Rare's games come out in?
Ken Lau, Beverley

1. Eidos' Game Boy shoot-'em-up is now due out in December. And Martin can't wait.
2. A glorious technicolour version of Balloon Kid is already out in Japan, but we're not sure if it'll reach our shores. Fingers crossed, eh?
3. We reckon: Mickey's Speedway USA, Banjo-Tooie, Conker's Bad Fur Day and Dinosaur Planet. All subject to change, mind you.

1. In *Zelda: Majora's Mask*, is Majora the little stalkid who you sell the skull mask to in *Ocarina of Time*?
2. Will Nintendo and other companies stop producing N64 games when Gamecube arrives?
Matthew Wragg, Birmingham

1. No, the stalkid in Majora's mask isn't called Majora. In fact, we're still not sure who Majora actually is. All will be revealed when we finally get our hands on an English version next month – look out for the review then.
2. Nintendo were still churning out SNES titles after the N64 came out, so it's a possibility they'll carry on, but third-party developers will probably concentrate their efforts on Gamecube.

Got a Ninty-related query? Send it to:
So tell me this...,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.

The N64 Magazine BOARD

Now Incorporating Monster Museum!

Nintendo World

John Aston from Cheshire sent us this neat Mario Tennis pic. Nicely!

Just like Wil's issue 39 cover – Jonathan Akinluyi from East Croydon presents Jo D- in full effect.

Aww… it's that adorable Pika chap again. Luke Gilbody from Surrey is the artist here.

Rosie Milton from Cheltenham sent us this character-packed pic. Cheers!

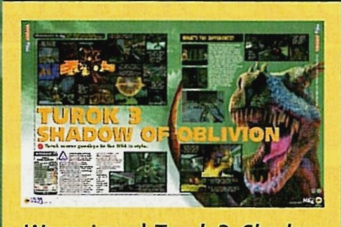
James McGuigan from Northern eland has crammed em in. Go Pikachu! o Growlithe! Go, er, all the rest of you!

HOW TO... drive your opponents to extinction in TUROK 3

Become the monarch of multiplayer mayhem...

by Geraint Evans

WHAT WE SAID


TUROK 3 SHADOW OF OBLIVION

We reviewed *Turok 3: Shadow of Oblivion* in issue 46 and this is what we concluded:

"A real mixed bag of gut-tightening brilliance and abject tedium, and nowhere near a match for *PD*."

82%

So you've waded through the hordes of *Oblivion*'s mutants, you've constructed the temporal space-distorting PCG and you reckon you could teach Turok a thing or two about this namby-pamby dino slayin' business, right?

Well, what's next on the agenda? Inviting your chums around, burying some twisted alien technology into their skulls and puréeing their puny brains? You bet, and we'll show you the best way to do it. Pliers and egg whisks on stand-by then, it's deathmatch time...

N64'S TOP 10 ARENAS

There are shedloads of different arenas to scrap in, but some are simply outstanding. Here are the ten battlegrounds that have seen the most blood this month.

10 Tier Drop

Plenty of corridors and levels to stalk your way around, as well as an open battle area. Great for surprising your foe with a shotgun blast to the back of the head.
Most used for:
Last Man Standing

9 Humper

Very easy to learn, with some cheeky water sections for variety and stealth. The level's symmetry lends itself very well to the more team-based scenarios in the game.
Most used for:
Capture The Flag



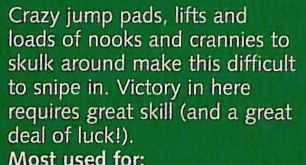
8 Perfect Circle

This level is great for open battles, with corridors and heights that are perfect for surprise attacks. It's also an excellent arena for good old all-out carnage.
Most used for:
Arsenal of War

7 ICU

We like ICU's easy layout, and there are loads of sneaky holes you can peer through to snipe at folk. The slime pits are a really nice touch, and excellent for those evasive manoeuvres!
Most used for:
Monkey Tag

6 Springboard



Crazy jump pads, lifts and loads of nooks and crannies to skulk around make this difficult to snipe in. Victory in here requires great skill (and a great deal of luck!).
Most used for:
Monkey Tag



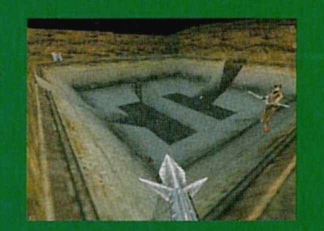
5 Jump for It

Excellent for open battles, with its expansive arenas and multiple levels and pits, but it's also good for stealthing about and sniping. Another fine mêlée arena!
Most used for:
Colour Tag



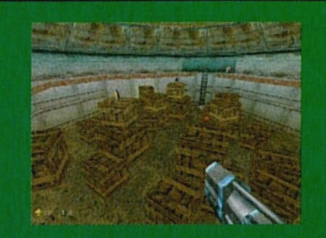
4 Basin

This is another great area for team-based carnage – there's a large pit located inside the main arena with four cavernous offshoots in which to stalk your prey. Class.
Most used for:
Capture the Flag



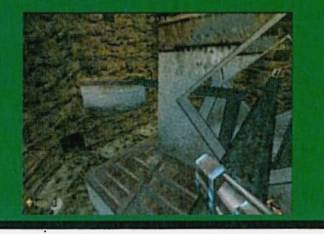
3 Shipping and Receiving

The claustrophobic environment of this level makes for some frantic matches in close quarters. Great for tight, skilled battles without explosives.
Most used for:
Golden Arrow



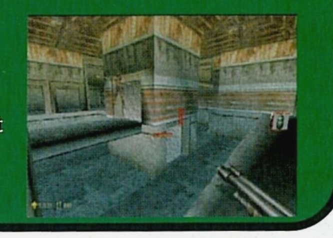
2 Catwalks

A fantastic arena with an outstanding central structure, external corridors and wafer-thin criss-crossing catwalks thrown in for good measure. One of the best.
Most used for:
Weapons Master



1 Watervator

Truly inspired. Simply brilliant for open battles and pursuit, with an awesome central water lift for players to swim up. Without a doubt our most used, and favourite, arena.
Most used for:
Bloodlust



DIFFERENT FOLKS HAVE DIFFERENT STROKES

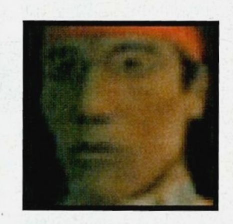
Unlike in *Turok: Dinosaur Hunter* and *Turok 2*, the character you choose to play as in *Oblivion* makes little difference to the multiplayer. In fact, the only thing that sets them apart is the weapons they carry. Take a look at which characters can use what below. We've provided you with a handy total of how hard-hitting each player's arsenal can be, too.




DANIELLE
Tek Bow
Mag 60
Firestorm Cannon
Fireswarm
RPG
Weapon rating: 20



JOSEPH
Storm Bow
Silenced pistol
Sniper rifle
Shredder
Napalm Cannon
Weapon rating: 18



JOSHUA
Storm Bow
Silenced pistol
Sniper rifle
Fireswarm
RPG
Weapon rating: 17

GO! GO!



ADON
Tek Bow
Mag 60
Firestorm
Shredder
RPG
Weapon rating: 22



SPAWN
Tek Bow
Mag 60
Firestorm Cannon
Fireswarm
Napalm Cannon
Weapon rating: 19



SPAWN GRUNT
Storm Bow
Silenced pistol
Sniper rifle
Shredder
Napalm Cannon
Weapon rating: 18



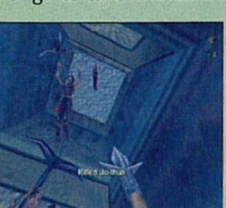
GUARD
Tek Bow
Mag 60
Firestorm Cannon
Fireswarm
RPG
Weapon rating: 20

BOOM STICK BOUNTY

Spear

Maximum Damage:
Close range 50
Long range N/A

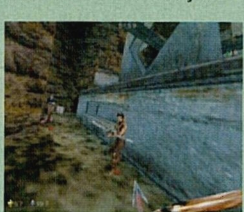
Worth having?
Granted, two well-placed strikes with the spear will see off any opponent, but risking it is about as stupid as you can get. Nobody is going to stand around for long enough to take a double hit from this medieval hunk of metal. We recommend you seek out an alternative weapon immediately and get busy with it.



Bow

Maximum Damage:
Close range 25
Long range 25

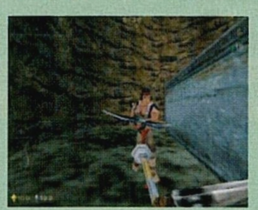
Worth having?
This may as well be your last resort. It's slow to fire, but the lack of auto-aim on this trusty weapon does make it a deadly choice for those masterful head-shotters out there. Even so, you don't really want to be caught wandering around the arena with one of these in your hand for too long. Get something with more clout.



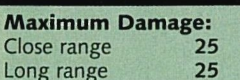
Tek Bow

Maximum Damage:
Close range 35
Long range 35

Worth having?
Ahhh! That's more like it. Still slow to fire maybe, but the explosive heads and lack of auto-aim mean this can be an effective weapon in the right hands. There may be more powerful weapons out there to use for everyday carnage-creation, but as a long-range last resort, this beefier bow will certainly come up with the goods.

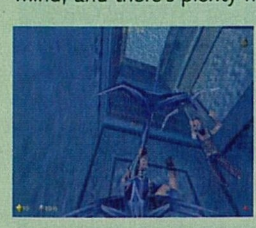


Storm Bow



Maximum Damage:
Close range 25
Long range 25

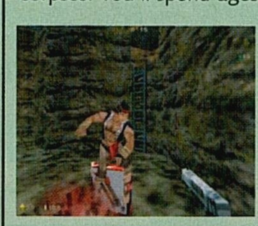
Worth having?
This is the quick-firing version of the bog-standard bow, and generally a better option than the puny pistol. It's still not exactly something to write home about, mind, and there's plenty more carnage-inducing weaponry to be found littering the arena floor. Grab some of that and this arrow-slinger'll seem obsolete.



Pistol

Maximum Damage:
Close range 10
Long range 10

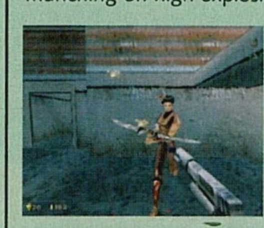
Worth having?
The standard pistol is a weak weapon, and, if truth be told, utter chod. Keep this one in your battle gauntlet and you'll hardly find yourself wading through corpses. You'll spend ages plugging away at your opponents, and head shots are way too tricky thanks to the irritating auto-aim. Seek out something better.



Pistol (silenced)

Maximum Damage:
Close range 15
Long range 15

Worth having?
A little more powerful than the noisy version, but still completely pointless. By the time you've squeezed off a few rounds, you'll probably find yourself munching on high explosives while your torso is messily spread over an adjacent wall courtesy of your nearest opponent. Funny? We don't think so, somehow.

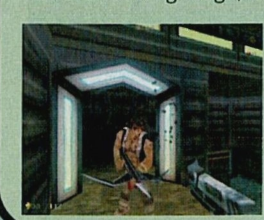


Mag 60



Maximum Damage:
Close range 54 (18 per bullet hit)
Long range 27 (9 per bullet hit)

Worth having?
My, my! A pistol with some power. It's better to get up close and personal with this, so that all three rounds of each burst are embedded in your opponent's chest. But even at long range, it's still not a shooter be sniffed at, and with four well aimed taps of the Z-trigger you can knacker even the hardiest of foes. Nicely.



Assault Rifle



Maximum Damage:
Close range 36 (12 per bullet hit)
Long range 36 (12 per bullet hit)

Worth having?
Fires three-round bursts that carry a maximum of 12 damage points each. Okay at close range, but laughable from afar because while you *can* connect all three rounds at distance, you'll spend a long time trying. The Mag 60 is slightly weaker from afar, but a better option as the second and third shots come sooner.



Firestorm Cannon



Maximum Damage:
Close range 10 per bullet hit
Long range 5 per bullet hit

Worth having?
Judged on each of its shell impacts, the Firestorm might look a decidedly weak choice, but remember that this weapon unleashes ammo in a constant stream. Hurrah! If you see a couple engaged in close combat, whip this baby out and watch the pair of them bleed for not having invited you! Double kills? Yes please.



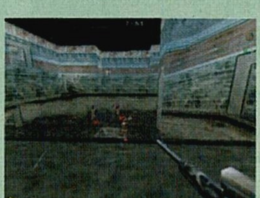
You want to know how to dish out the most pain? Fancy humiliating your opponents in the best possible way? Read on, then, for our handy guide to *Turok 3*'s shooters...

Sniper Rifle



Maximum Damage:
Close range 40
Long range **60 (sniper mode)**

Worth having?
At close range, this is nothing special, and its reload is painfully slow. Activate the sniper mode, however, and you'll certainly give your opponents something serious to think about (if they're not dead, that is). Best of all, you can still walk about with the sniper mode on – just watch your back.



Shotgun

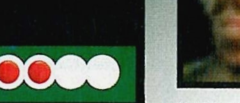


Maximum Damage:
Close range 65
Long range 10

Worth having?
It's better to reserve this for close-combat only. Get someone in the chest with it and they won't exactly be amused. But try to take them out from long range and you'll be hearing their scornful laughter echo for miles around as your scattering shells completely miss their target.

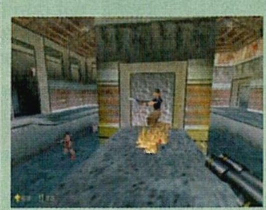


Fireswarm



Maximum Damage:
Close range 30
Long range 20

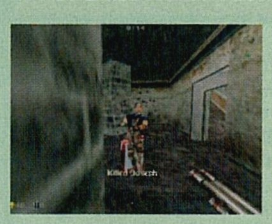
Worth having?
You'd expect a weapons upgrade to actually *be* an upgrade, wouldn't you? But that's not entirely the case here. The Fireswarm may look pretty, but it's actually *weaker* close-up than its basic shotgun counterpart. It is more accurate, but you'd be better off with something else instead.



Shredder

Maximum Damage:
Close range 72
Long range 54

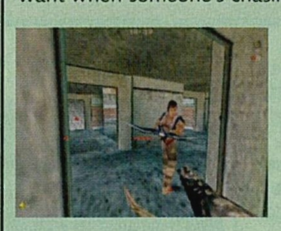
Worth having?
Now *this* is what we call an upgrade. The increased accuracy at long range is a welcome bonus, and this shooter can easily take out opponents with a couple of well-aimed rounds. Absolutely vicious at point-blank range, the Shredder can often be a wiser choice than the usual explosives. Let rip!



Vampire

Maximum Damage:
Close range 40
Long range 0

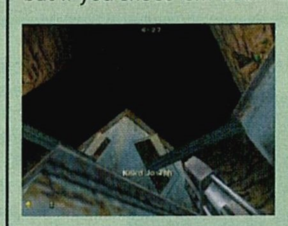
Worth having?
Bit of a strange one this. It actually uses up your own health as ammunition, so the more you fire it, the weaker you become – not really the kind of thing you want when someone's chasing after you with a Shredder. Duff at long range, there really is *no* point in using it in multiplayer mode.



Grenade Launcher

Maximum Damage:
Close range **60 (direct hit)**
Long range **30 (blast radius)**

Worth having?
Ah, yes – explosives. If you want to kill anything, explosives are always going to be the way forward. Grenades may not be the most powerful, or terribly accurate, but if you shoot 'em down a pit where your foes are fighting, they'll soon discover a whole world of exploding-pineapple pain.



RPG

Maximum Damage:
Close range **75 (direct hit)**
Long range **55 (blast radius)**

Worth having?
After the Cerebral Bore, this has to be the finest shooter of them all. Quick, accurate and powerful, even if you just catch someone with the blast radius. Two direct hits to the chest will wipe out anyone – just make sure that you keep your distance. To be nobbled by your own shots would make you blush.

Napalm Cannon



Maximum Damage:
Close range **54 (attached)**
Long range **48 (blast radius)**

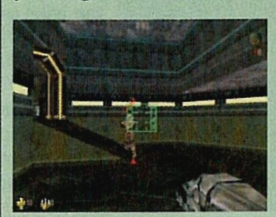
Worth having?
This has to be one of our fave damage-dealers. These explosives will stick to your opponent and detonate at your command. If you shoot one into the face of your foe, they'll be blinded. Wait for them to stumble into another enemy and then detonate from a distance. Class.



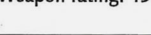
Cerebral Bore

Maximum Damage:
Close range **Death**
Long range **Death**

Worth having?
Who *doesn't* love this weapon? That sweet sound of skulls cracking and brains being drilled is simply too satisfying for words. Unleash this nasty piece and you're guaranteed a kill. Instant death does get irritating if you're on the receiving end of it, though, so most pros will leave this out.



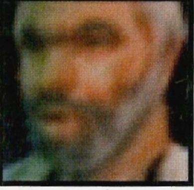
WARRIOR
Storm Bow
Silenced pistol
Sniper rifle
Shredder
RPG
Weapon rating: 19





ANCIENT
Tek Bow
Silenced pistol
Sniper rifle
Fireswarm Cannon
Napalm Cannon
Weapon rating: 17





SCIENTIST
Storm Bow
Mag 60
Firestorm Cannon
Shredder
Napalm Cannon
Weapon rating: 20



LEGIONNAIRE
Tek Bow
Mag 60
Sniper rifle
Fireswarm
RPG
Weapon rating: 19





MAGMITE
Storm Bow
Silenced pistol
Firestorm Cannon
Shredder
Napalm Cannon
Weapon rating: 19



LOST ONE
Tek Bow
Mag 60
Sniper rifle
Fireswarm
RPG
Weapon rating: 19



INFESTOID
Storm Bow
Mag 60
Firestorm Cannon
Shredder
Napalm Cannon
Weapon rating: 20

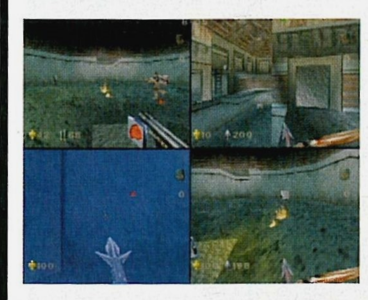


SLAVE
Tek Bow
Silenced pistol
Firestorm Cannon
Fireswarm
RPG
Weapon rating: 19

RULE THE ROOST

Turok 3 **is blessed with some excellent deathmatch variations. Here's a brief guide to help you emerge victorious.**

BLOODLUST



C'mon! As if you didn't already know, it's all about being bigger and badder. The usual rules apply here – get your hands on the biggest weapon possible and stomp some ass. You're going to have to rely on skill, but don't bother with any stealth tactics, just wade on in and rack up the points.

CAPTURE THE FLAG

The trick here is to play it on your own terms. Lure your foes to your base – if you stray too far you lose control of the game – and always ensure you get their flag before reclaiming and returning your own. This reduces the chances of your flag doing a runner before you can claim a point.



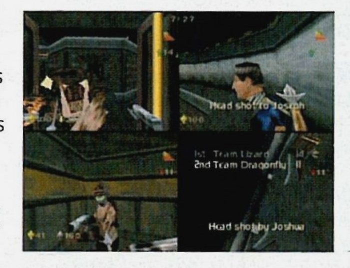
MONKEY TAG

Stick to something with a fast rate of fire – for once the pistol is not a bad all-round choice. If you have the right ammo, though, the Firestorm Cannon will ensure easy victory. Memorise the location of each transformer, and then stalk both areas and the route between them. This way you'll be within reach of the pads and, hopefully, the monkey.



ARSENAL OF WAR

Tricky one, this, even against bots. Don't just rush in at the start; instead, let the others do some damage before you begin prodding with your spear. It may be the coward's way, but hanging back while the others weaken themselves is always going to be the best path to victory. When you finally get your RPG, they should all be knackered. And ripe for slaying.

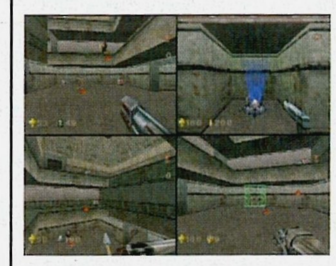


WEAPONS MASTER

Being shy with the beatings will get you nowhere. Even if you have a weak piece of kit, you just have to get in there and fight for the right to wield that elusive RPG or Cerebral Bore. If you can remember where ammo respawns, you should be able to keep the better weapons for long enough to rack up a tidy score. If not, you'll soon learn to dish out whuppings with a spear.

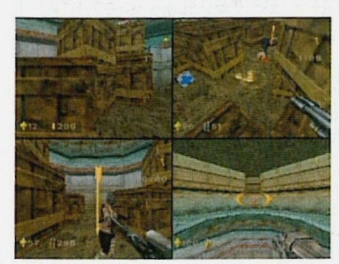
LAST STAND

Like in Arsenal of War, the trick here is to stand back for a while and let the opposition wear each other down, then wade in with the explosives for a lightning-quick clean-up operation. It's a good idea to find the RPG spawn point and stay on top of it, blasting everyone from a distance while denying them the pleasure of having one of the game's best weapons.



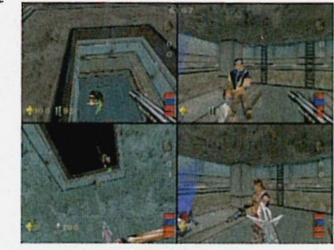
GOLDEN ARROW

It's the age-old 'stay alive without a shooter' scenario. This time, though, you'll be heavily handicapped by an enforced lack of speed. The key to winning is to learn a small circuit around the level which takes you past health icons. Stick closely to that route, and remember to strafe tightly around the corners in order to cover your back for as long as possible. You should pick up enough health to gain time.



COLOUR TAG

Speed is the name of the game in this team-swapping set-up. Loitering around for too long will leave you with an uphill struggle. Explosives in a tight arena will certainly help matters, as will the double kills that follow. Use the radar as much as possible and just wade in there, guns blazing. If your opponents are already at each others' throats, picking up a couple of colour tags in a few seconds should be simple.



HOW TO... CHEAT YOUR WAY THROUGH

Come on, admit it. You've accessed the secrets screen at least once and entered random combinations of woodland animals. Don't lie, we can see it now: "Er... stoat, monkey... um, badger?... weasel, donkey?" *Rejected... Gnurrr*! Sounds familiar? Not any more it doesn't, because we've got a handy list of codes to relieve all that pent-up aggression.

Go to 'Enter Secret' and select the following combinations. And when you're done, there's more codes in Tips Extra on p79!





LEVEL WARPS

Level 1
Frog, elk, horse, dragonfly, wolf, rabbit.

Level 2
Owl, owl, horse, elk, elk, elk.

Level 3
Owl, rabbit, bear, insect, frog, panther.

Level 4
Bear, horse raven, eagle, horse, coyote.

Level 5
Bear, dragonfly, horse, bear, frog, and elk.

TINY MODE
Frog, frog, fish, insect, wolf, panther.

BIG HANDS AND FEET
Lizard, lizard, dragonfly, horse, lizard, coyote.

BIG HEADS
Panther, wolf, snake, rabbit, lizard, coyote.

HEADLESS
Lizard, elk, eagle, owl, fish, horse.

CLEAN SCREEN
Rabbit, owl, lizard, elk, fish, rabbit.

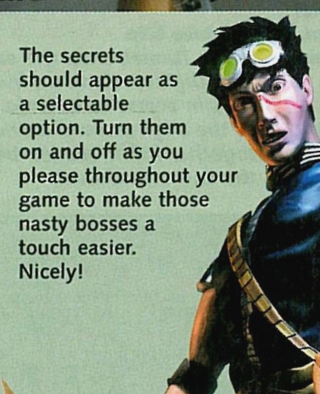
GASPING MODE
Dragonfly, bull, rabbit, fish, rabbit.

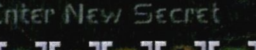
MANNEQUIN MODE
Snake, bull, snake, frog, bear, elk.

CRAZY MENUS
Rabbit, owl, horse, insect, bear, bear.

STICK
Horse, eagle, snake, panther, insect, fish.

The secrets should appear as a selectable option. Turn them on and off as you please throughout your game to make those nasty bosses a touch easier. Nicely!







SWAT
Storm Bow
Silenced pistol
Sniper rifle
Fireswarm
RPG
Weapon rating: 17

BUT WHICH TO CHOOSE?
On top of the potential firepower total, have a think about whose weaponry best suits your tactics. However, there are a few characters to avoid. The big guys are a bunch of lard-asses – not necessarily slower, but with heads and bodies so big that they're almost impossible to miss. Joseph's not a great choice either. Overall his weapons are pretty unimpressive, and his stunted growth means that if you get too close to anyone, you're going to get the full impact of a shotgun blast in the face. Not exactly a winning formula, that.





NEW! Tips for the top ten N64 titles!

Tips for all eras: past, present and future!

TIPS EXTRA

1 Pokémon Snap



Snapping Mew
Attempt to photograph the moggy inside his protective ball and you'll fail. To dislodge him, simply throw Pester Balls at him until he leaves his shell. Then perform the tricky feat of lobbing more balls at the fella to prevent him getting back into his glowing sphere. If you're successful, you might be able to get a decent shot of him, maybe even looking towards the camera.

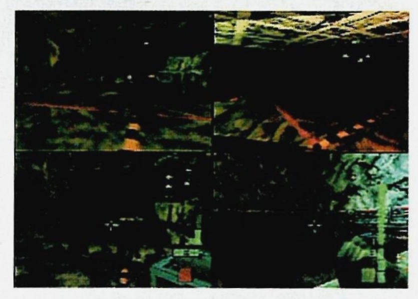
Dugtrio trio
In the Tunnel, snap the easy-to-spot Digletts six times in a row to gain access to Dugtrio. Three of the blighters will be huddled together in the section before the end of the level.





2 Perfect Dark

Get the Phoenix
On the Skedar planet, destroy the two pillars that aren't in use before placing the final signal amplifier. When all the pillars have been destroyed, proceed to the chasm. You'll pick up another lovely Maian Phoenix gun.



Kill the Skedar King
Having trouble with the Big Cheese? Make sure you pick up the Phoenix earlier in the level, then shoot him until he returns to the shrine to recharge his shield. When he's there, turn your attention to the spiky shrine itself. Shoot the leftmost prong, then the rightmost, then back to the left, then right again. If the leader leaves the shrine, shoot him to drain his shield again. Now, that leaves just the central prong. Destroy it and the Skedar boss is history.



Slow the Slayer
Hold down R, A or B to slow the progress of the Slayer's rockets. This only works on the weapon's secondary fly-by-wire function, mind.

3 Pokémon Stadium



Win battles
First off, try to use your own Pokémon as far as possible, as they're much stronger than the rental monsters. Also, don't use Pokémon that you've traded with a friend. Avoid the use of power-ups as far as possible, but note that they will be necessary for the later stages of the Gym Leader Castle and so on. When you initially catch your monsters in the Game Boy version, gather a few of them and compare their stats. Ditch the puny fellas – they'll never be as great as their more gifted Pokékin.



Make it tougher
To make the minigames just that little bit harder, beat 'Who's the Best?' five times on 'Hard'. You'll unlock another difficulty mode, which should extend the longevity of this fun little section.

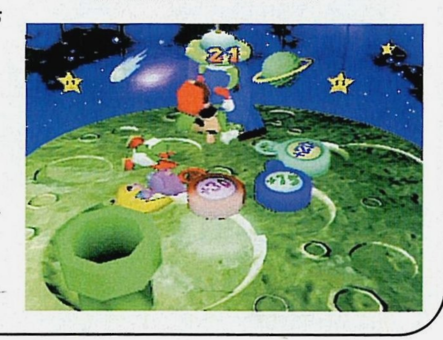
4 Mario Party 2

Extra stars
Don't despair if you haven't got the most stars at the end of a game. Toad gives out bonuses to the lucky players who have achieved any or all of these:

- *collected the most coins in the minigames.*
- *collected the most coins overall.*
- *landed on the most green 'happening' spaces on the board.*

Mind you, don't bank on winning purely this way...

Pay the Patrol
The Sniffit Patrol in Space Land can be used to your advantage. If you send the Thwomp Speeder zooming around the level, it'll travel further – and hopefully knock off more players – if the Patrol is blocking its next exit path. Your friends will hate you forever if you can arrange things so they all get sent back to the start. Excellent!



5 ISS 2000

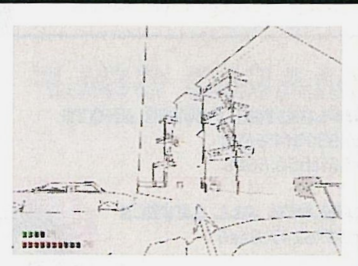


Easy penalty scores
Some irritable opposition player nobbled you in the box? Make that penalty chance count by using this devious tactic to drive the ball home. Aim the targetting square straight up at the crossbar, then whack the ball. The goalie won't be able to get to your shot, but more importantly, the ball will rebound straight back at you so you can knock it in with a minimum of bother on the rebound. Obviously, though, this doesn't work for penalty shootouts, where you won't get a follow-up attempt at the ball.

6 Turok 3

Fancy some codes to aid and amuse? Ta-dah! See p77, too.

Unlimited ammo
Fish, elk, bull, snake, eagle, fish.
Invincibility
Raven, fish, eagle, bear, lizard, rabbit.
All keys
Lizard, dragonfly, bull, bear, wolf, eagle.
Pen and ink mode
Panther, horse, elk, fish, panther, hawk.



All weapons
Owl, bear, owl, insect, hawk, owl.
View credits
Elk, elk, elk, elk, elk, elk.

7 Rugrats Treasure Hunt

Secret password menu
At the title screen, hold down Z and press R, then A for a secret password menu. On the password screen, press the following sequence of buttons: Z, A, A, B, R and L. You'll now find yourself in a secret area in Angelica's Temple.



Safety in Angelica's Temple
If you land on a square with another baby on it, you gain an 'advantage'. After that, you'll be safe from Angelica in her Temple, which will allow you to search around at your leisure.

8 Rayman 2

Get 100%
Is that 1,000th Lum eluding you? Search no longer. You can actually get it – and no, it's not the one Razorbeard ate, it's in the Tomb of the Ancients. Flip the switch in the cemetery, then head back to the hall. Climb up the web, being careful not to fall back down the pit, and place yourself at the edge of the wall to the left. Fly over the pond and land on the platform. Kill the skull, raising the platforms, and when all is clear, jump in the skull's left eyehole for the final Lum!



9 Michael Owen's WLS



Winning tactics
A fine, solid defence is the key to success in Michael Owen. Use the formation-tinkering bit on the team menu to put five men at the back, else you'll be letting embarrassing quantities of goals slip in. Edit your team's positioning so that you mark the other side's most dangerous players, too. Also, when on the attack, take the ball to the byline, then press R + B to perform a beautiful cross into the area. You can apply aftertouch by twitching the analogue stick.

10 Turok: Rage Wars

Easy cheats
Here's a sneaky way to open up some fun features. Create a character, save it, then get fragging with your chosen scamp and rack up 500 career kills. When that's good and done, copy your personage into the other three slots on the Pak. Now, using four players, load that 500-kills character into all four slots and your combined kill total will be a miraculous 2000. If you go out to the main menu and press Z, you'll be able to turn on any of the cheats you fancy. Nicely!



Tip for the top
Fresh cheats for future chartbusters.



DUCK DODGERS

Animal sounds
On Planet X, Transformation Zap, there's a fun little bonus feature. When you have become an animal (er, other than a duck, that is), press B to hear your animal's sound. Lovely stuff. Cluck, chicken, cluck!

Second sweep
Don't bust a gut trying to collect every single one of the 20 atoms on a planet first time around. You can always come back when the game's completed to nose out the last few. It is worth making that second visit, mind, as collecting the full set of atoms will unlock all manner of secret stuff.



GO! GO!

XPLORER 64 CODES

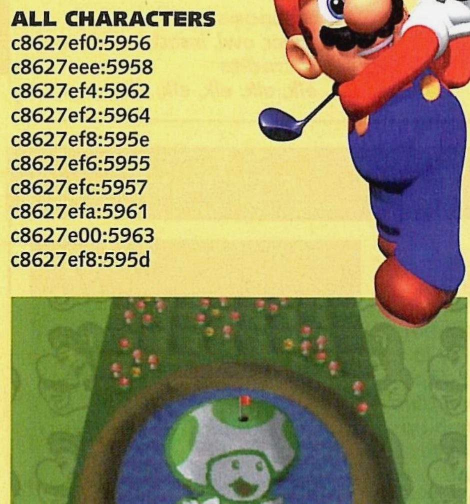
Each month we'll be printing the very best Xplorer 64 codes. So send 'em in...

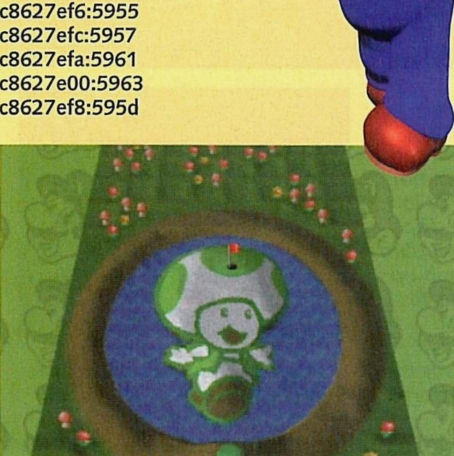
MARIO GOLF

UNLIMITED POWER SHOTS
c86318f4:6688
c86fcb50:6688

UNLOCK ALL LEVELS
c8676242:6ae6

ALL CHARACTERS
c8627ef0:5956
c8627eee:5958
c8627ef4:5962
c8627ef2:5964
c8627ef8:595e
c8627ef6:5955
c8627efc:5957
c8627efa:5961
c8627e00:5963
c8627ef8:595d





POKÉMON STADIUM

START CUP WITH ROUND (POKÉ AND PRIME CUP) GREAT BALL
e8603966:5959

ULTRA BALL
e8603966:595c

MASTER BALL
e8603966:595b

POKÈ-CUP: RESTORE PLAYER 1 HP (PRESS L + TOP-C)
ed66756b:5982
c8603986:5922
ed66756b:5982
c87ea820:5922

INFINITE CONTINUES
ed604f55:5959
e8604f55:5961



RAYMAN 2

INFINITE HEALTH
c86f1ca4:5970

INFINITE OXYGEN
c8639dd8:9ce8

OPEN ALL LEVELS
cb5a5756:595a
db6d6e5e:4a49

INVINCIBLE RAYMAN
c8716078:595a

HAVE ALL CAGES
cb5b5756:595a
db6d6d4e:4a49

HAVE ALL YELLOW LUMS
cb8d5756:595a
db6d6dd6:4a49
cb645756:595a
dc6d6e6a:4a49

KNOCKOUT KINGS 2000

PLAYER 1 INFINITE HEALTH
c85c10cc:9b22
c85c1032:595a

PLAYER 2 INFINITE HEALTH
c85c0d3c:9b22
c85c0d3a:595a

PLAYER 1 FULL PUNCH METER
c85c1040:595a
c85c103e:640c

PLAYER 2 FULL PUNCH METER
c85c0d48:595a
c85c0d46:640c

FULL POWER BAR
c85c8a02:59b6

FULL SPEED BAR
c85c8a06:59b6

FULL STAMINA BAR
c85c8a0a:59b6

BIG HEAD MODE
e86397d4:5959

BIG GLOVES MODE
e86397d3:5959

INFINITE BOXER CREATION POINTS
c85c8afe:59b6

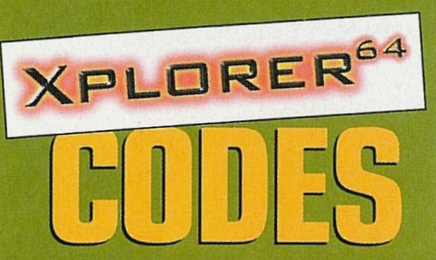
All of these codes work with the Xplorer cartridge from Blaze.
For more details call **Fire International** on **01302 325225** or visit **www.x-plorer.co.uk**



YOUR XPLORER 64 CODES

cut out and send





Send to: Xplorer 64 codes, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Xplorer 64 code

It's for [game name]:

Its effect is:

And my code is:

Name..

Address..

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Postcode..

READERS' TOP 15 TIPS

Remember, the best one wins a Mirage Pad from Wild Things (029 2075 5774) and an exclusive **N64** pin badge!

Cheat of the month

1 Zelda: Ocarina of Time
There's an easy way to get all the gold Skulltulas. Go to where Talen was sleeping in the castle – there should be a tree in the far corner. Play the Song of Storms by it. (This cheat won't work if you've already got the Skulltula in the tree.) Drop down the hole and blast the walls with bombs, and when you find the gold Skulltula, boomerang it. When the token appears, don't collect it, instead stand by the teleporter and throw your boomerang at it. When it comes near you, step onto the teleporter. Go back down the hole and the Skulltula will be back. Repeat this process to get all the tokens!
Tony Catt, Kent



2 DK64
If you're short on melons and have a tag barrel, go inside it and then come out straight away as the same character. Your life will be replenished.
Jack Warren, Leicestershire



3 Castlevania
In the villa (where you fight the vamp) fire at the chandelier at the top of the stairs and destroy it. You'll receive a purify, a cure ampoule, 500 in gold and a red gem. Treat!
Lance Pursey, Northampton

4 Perfect Dark
In the G5 Building, leave your Camspy just outside the conspirators' meeting room, then run to the safe. After you've attached the decoder, switch back to your Camspy and guide it into the room. As you watch the conspirators, you'll see the counter decreasing, saving you time and making the cheat much easier to get.
James McDermott, Australia

5 Perfect Dark
Having trouble killing cloaked sims? Get yourself a CMP150 and use the secondary function. Spot a sim un-cloaking and lock on. When he re-cloaks, you'll still be locked on. Follow him and wipe him out!
Anon, Nowheresville

6 Perfect Dark
If a level's too difficult, try it in counter-operative and play as a guard. Wander about killing the other guards – they won't fight back – and once you've cleared a few away, or at least weakened them substantially, switch back to Jo and you'll find life a great deal easier.
Stephen Cox, Dublin

7 Perfect Dark
*Select multiplayer and load your own character into a two-player game. Set the Farsight as the only weapon and the kill limit to one. Start the game and shoot the idle second opponent in the head. The game will end and you'll have all four stars (headshot, kill master, accuracy and survivor). This improves your status when done several times, especially if used in conjunction with the Challenge Cheat (**N64**/46 p80).*
Piers Dillon Scott, Dublin

8 Perfect Dark
*To really wind up the staff at **N64** Magazine, write a variation of the 'keeping-the-firing-range-door-open-with-a-hovercrate-and-shoot-the-scientists-full-of-arrows' trick, and send it in 250 times a week. Enclose a pic for maximum points.*
Geraint Evans, Bath

9 Super Smash Bros
If you've been defeated in multiplayer, you can borrow a life from an unsuspecting team mate. Just hold A+B+Z+Start to get back into the action.
Matt Swales, Australia



10 Wrestlemania 2000
If you're finding it hard to win cage matches in Road to Wrestlemania, climb the panel directly behind you as soon as the bout starts. Your opponent will run towards you, so switch over to the panel nearest to you, and your opponent will continue to shake the panel you were on. Spin the analogue stick until you're on Special, climb out of the cage, and you'll leave your opponent totally confused.
Peter Tippet, Cornwall

11 Vigilante 8
On the Snow level, make your way down to the hut at the bottom of the lift and shoot open the door. If you accelerate into the cabin, you'll find that you are riding the lift, and can pick up weapons while you're on it!
Chris Higginson, Cumbria

12 Vigilante 8
Enter LIVING_FOREVER as a passcode for invincibility and FIRE_NO_LIMITS for quick-firing weapons.
Chris Staines, Essex

13 Perfect Dark
Set all weapons to Remote Mines on multiplayer and the sims will be unable to detonate them. This way you can defeat an entire team of Perfectsims!
Mark Smith, Hemel Hempstead

14 Banjo-Kazooie
Head to the sandcastle on Treasure Trove Cove and enter the code BRLEUDFEAEGTHEGS on the floor to get your egg filled up to 200. Nicely!
David Drabble, Derbyshire

15 F1 World Grand Prix
Hold the analogue stick up at the start of a race and you'll accelerate really quickly and gain about six place positions.
Rory McGovern, Dublin



Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'Cheat of the month' slot, you'll get something extra special.

cut out and send

Name..

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Here's my top tip

It's for [game name]:

And I've found that if you:



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Here he comes, twirling his gaming stethoscope



Dr. Kitts' Game Clinic

THE DOCTOR IS... in

Dr Kitts,
In *Shadowman*, I'm at the final fight with Legion. I've put as much Violator ammo in him as possible, but it doesn't do him any harm, and I keep running out of power and can't protect myself any more. Please tell me how I'm supposed to defeat him.
Simon Murphy, N. Ireland

Dr Kitts stirs a fifth spoon of sugar into his coffee...
Ah, Simon... Legion cannot be killed with Violator ammo alone. His energy may go down, but you need to steal his soul in order to defeat him. I strongly recommend a heavy dose of firepower. But don't use two Violators, mind – instead substitute one for the Shadowgun, as once Legion's energy depletes, he'll only be vulnerable to soul snaffling for a very short time. The best tactic is to stand at the very top and pummel him with both weapons simultaneously. This works for both the human and the monster form, and will ensure an easy victory.

Dr Kitts,
I really am puzzled as to how you get the Naboo Fighter in *Star Wars: Rogue Squadron*.
Alex Crowley, Ickenham

"Naboo, Naboo, Naboo, brings the Italian out in yoouuu!!!!" sings Dr Kitts, displaying his previously unheard-of vocal talent.
To access the Phantom Menace's feisty little fighter, you'll need to use HALIFAX? as your password. Once entered, go to the code screen, key in !YNGWIE!, and the slinky yellow one should then be found right next to your X-Wing.



Dr Kitts,
On *South Park Rally*, I have won the Championship, but cannot seem to find Marvin, Terrance and Phillip, or Pip. Where can I get them?
Duncan Smith, Surrey

Dr Kitts starts unwrapping his soggy cucumber sandwiches...
Worry not Duncan. As elusive as these little chaps might be, they aren't too hard to find if you follow these pointers. To play as the lard-starved Ethiopian, you'll have to lose 'Thanksgiving' without capturing a single turkey – if you escape to the barn you'll be fine. To unlock the flatulent duo, collect four golden cows in the Christmas race. You'll find the first behind the house to the left of the start, another in a ditch in the northernmost part of the city. The third is stashed behind another house near checkpoint four, while the fourth is to the rear of a building near checkpoint three. To unlock Pip 'the Wiener', you have to make sure you only cross checkpoints one and four in Rally Days 2. There you go!

Dr Kitts,
I really can't find the entrance to the level after Frantic Factory on *DK64*. I thought it was under K-Rool's island, but I can't find a way in. Please help.
Lee Howes, Great Yarmouth

Dr Kitts wipes the crumbs from his white coat...
If you've unlocked Frantic Factory, then you will also have unlocked





the Gloomy Galleon – which I assume is the level you're looking for. The entrance to the Galleon is indeed located under K. Rool's castle, but it's really not that hard to track down. You can find it in the side of K. Rool's mechanical castle, directly opposite the island with the big witch face on it.

Dr Kitts,
On *Super Smash Bros*, I have opened up three new characters. I have Luigi, Jigglypuff and Captain Falcon. How do I find the last character?
Benjamin Wells, East Kilbride

Dr Kitts burps loudly...
Ness would be the character you're looking for, and he's a right scrappy fella. He's also one of the hardest to open – you need to play through and complete the game on the normal difficulty level with the stack set to three. After that, he's all yours!

Got a gaming query?

Doesn't matter how small or how precise, write in to Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to: Dr Kitts' Game Clinic **N64** Magazine 30 Monmouth Street, Bath, BA1 2BW.

cut out and send

Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...



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and I live at ....

....

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.... Postcode ....

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English Jungle Unlimited	ID12340	£ 1.99
English Fossil Unlimited	ID12380	£ 1.99
English Team Rocket Unlim	ID14025	£ 2.67
English Original 1st Edition	ID12361	£ 39.95
English Jungle 1st Edition	ID12362	£ 3.99
English Fossil 1st Edition	ID12363	£ 3.34
English Team Rocket 1st Ed	ID14015	£ 3.99
English Base 2	ID12366	£ 1.99
Spanish Original 1st Edition	ID14500	£ 3.34
French Original 1st Edition	ID12365	£ 3.34
German Original 1st Edition	ID12364	£ 3.34
Japanese Series 1	ID11970	£ 2.67
Japanese Series 2 Jungle	ID11980	£ 2.67
Japanese Series 3 Fossil	ID11990	£ 2.67
Japanese Series 4 Rocket	ID12000	£ 3.34
Japanese Series 5 Gym	ID12010	£ 3.34
Japanese Series 6 Gym 2	ID12020	£ 3.34
Japanese Series 7 Neo	ID12021	£ 4.66

ENGLISH TEAM ROCKET HOLOGRAPHICS

Alakazam (Dark)	ID14001	£ 6.30
Arbok (Dark)	ID14000	£ 4.63
Blastoise (Dark)	ID14010	£ 16.72
Charizard (Dark)	ID14020	£ 26.77
Comes the Rocket	ID14160	£ 19.99
Dragonite (Dark)	ID14030	£ 13.37
Dugtrio (Dark)	ID14040	£ 4.63
Golbat (Dark)	ID14050	£ 4.63
Gyrados (Dark)	ID14060	£ 4.63
Hypno (Dark)	ID14070	£ 4.63
Machamp (Dark)	ID14080	£ 4.63
Magneton (Dark)	ID14090	£ 3.99
Raichu (Dark)	ID14100	£ 19.99
Rainbow Energy	ID14140	£ 3.99
R's Sneak Attack	ID14150	£ 6.67
Slobro (Dark)	ID14110	£ 4.63
Vileplume (Dark)	ID14120	£ 4.63
Weezing (Dark)	ID14130	£ 6.67

ENGLISH ORIGINAL SERIES HOLOGRAPHICS

Alakazam	ID10010	£ 9.99
Blastoise	ID10020	£ 12.70
Chansey	ID10040	£ 5.99
Charizard	ID10050	£ 26.77
Clefairy	ID10060	£ 3.99
Gyrados	ID10070	£ 2.65
Hitmonchan	ID10080	£ 2.65
Machamp	ID10090	£ 4.63
Magneton	ID10100	£ 2.65
Mewtwo	ID10110	£ 5.33
Nidoking	ID10120	£ 6.67
Ninetales	ID10130	£ 2.65
Poliwrath	ID10140	£ 4.66
Raichu	ID10150	£ 4.66
Venusaur	ID10160	£ 9.99
Zapdos	ID10170	£ 3.99

ENGLISH BASE 2 HOLOGRAPHICS

Alakazam	ID30000	£ 8.68
Blastoise	ID30010	£ 9.99
Chansey	ID30020	£ 3.32
Charizard	ID30030	£ 23.42
Clefable	ID30040	£ 5.33
Clefairy	ID30050	£ 5.33
Gyrados	ID30060	£ 3.32
Hitmonchan	ID30070	£ 3.32
Magneton	ID30080	£ 3.32
Mewtwo	ID30090	£ 5.33
Nidoking	ID30100	£ 6.67
Nidoqueen	ID30110	£ 5.33
Ninetales	ID30120	£ 5.33
Pidgeot	ID30130	£ 5.33
Poliwrath	ID30140	£ 3.32
Raichu	ID30150	£ 4.66
Scyther	ID30160	£ 9.35
Venusaur	ID30170	£ 9.35
Wigglytuff	ID30180	£ 9.35
Zapdos	ID30190	£ 9.35

All Japanese foils available. Check internet site for prices.

ENGLISH JUNGLE SERIES HOLOGRAPHICS

Clefable	ID10350	£ 5.99
Electrode	ID10360	£ 4.66
Flareon	ID10370	£ 9.99
Jolteon	ID10380	£ 9.99
Kangaskhan	ID10390	£ 3.32
Mr Mime	ID10400	£ 9.99
Nidoqueen	ID10420	£ 6.67
Pidgeot	ID10430	£ 5.33
Pinsir	ID10440	£ 5.33
Scyther	ID10450	£ 9.99
Snorlax	ID10460	£ 9.99
Vaporeon	ID10470	£ 4.66
Venomoth	ID10480	£ 4.66
Victreebel	ID10490	£ 6.67
Vileplume	ID10500	£ 6.67
Wigglytuff	ID10510	£ 9.99

ENGLISH FOSSIL SERIES HOLOGRAPHICS

Aerodactyl	ID11810	£ 6.67
Articuno	ID11820	£ 6.67
Ditto	ID11790	£ 6.67
Dragonite	ID11850	£ 9.99
Gangar	ID11750	£ 6.67
Haunter	ID11740	£ 3.99
Hitmonlee	ID11770	£ 6.67
Hypno	ID11760	£ 6.67
Kabutops	ID11800	£ 3.99
Lapras	ID11780	£ 3.99
Magneton	ID11860	£ 3.32
Moltres	ID11840	£ 9.99
Muk	ID11730	£ 3.32
Raichu	ID11720	£ 5.33
Zapdos	ID11830	£ 6.67

POKEMON PROMO CARDS

Promo cards are Pokemon cards that do not come in packs. For example, the Ancient Mew was only sold at the Movie Theatres in Japan. These are tough to get. You will find that the Pokemon promo cards have the potential to become very valuable. We sold the Happy Birthday Pikachu card for $40 a year ago. Now it's selling for over 10 times that. A 1000% increase is much better than the stock market annual returns. No guarantee of price increases but we can say that these are hard to find. Lower supply means higher prices!!!

JPN Series #3 Vending Sheet	ID11629	£ 3.32
JPN 10 card CD Promo Set w/ Charizard, Mew, Blastoise, etc	ID11710	£ 33.47
JPN Lapras CD Promo	ID11711	£ 6.67
JPN Venusaur Gameboy Promo	ID10012	£ 16.72
JPN Dragonite Gameboy Promo	ID10013	£ 16.72
JPN NEO 9 card promo set w/3 foils	ID10008	£ 6.67
JPN Ancient Mew w/Movie Program	ID10000	£ 99.99
JPN Happy Birthday Pikachu	ID10007	£ 334.33
JPN Southern Island set- 18 cards	ID12170	£ 29.99
USA Movie Promo- Electabuzz	ID10001	£ 3.32
USA Movie Promo- Mewtwo	ID10002	£ 3.32
USA Movie Promo- Pikachu	ID10003	£ 3.32
USA Movie Promo- Dragonite	ID10004	£ 3.32
USA Movie Promo Set- 4 cards	ID10005	£ 9.99
American Mew- NonHolo	ID10011	£ 1.31
American Mew- Holo	ID14035	£ 9.99

COMPLETE POKEMON SETS

Each set contains all the cards in that series including all holographics. Sets are tough to put together. Many packs have to be opened to complete these sets. So... Sit back, don't worry and let us do the work for you. Perfect investment opportunity. All cards in set come in MINT condition. Sets are one of our biggest sellers. Hint: Add up all the money that you have spent on Pokemon cards....Do you have a complete set? If so, what did it cost you?

English Original Series 1 (102 cards)	ID12180	£ 133.33
English Jungle Series 2 (64 cards)	ID12190	£ 113.23
English Fossil Series 3 (62 cards)	ID12200	£ 113.23
English Team Rocket Series 4 (83 cards)	ID14350	£ 166.83
Japanese Series 1 (102 cards)	ID12202	£ 166.83
Japanese Jungle Series 2 (48 cards)	ID12203	£ 113.23
Japanese Fossil Series 3 (48 cards)	ID12204	£ 113.23
Japanese Rocket Series 4 (65 cards)	ID12205	£ 133.33
Japanese Gym Leader Series 5 (96 cards)	ID12206	£ 119.93
Japanese Gym Leader 2 Series 6 (98 cards)	ID12207	£ 133.33
Japanese NEO Series 7 (96 cards)	ID12208	£ 166.83
English Base 2 (130 cards)	ID12201	£ 133.33

POKEMON THEME DECKS

Theme Decks or Starters are very popular among collectors. English Theme decks generally contain 60 cards including 1 holographic card. Japanese Theme decks generally contain 64 cards including 1 holograph card with the exception of the NEO Theme deck. It contains 2 holograph cards!!

Starter	ID11870	£ 5.99
Hot Water- goes w/ Base 2	ID11952	£ 6.67
Grass Chopper- goes w/ Base 2	ID11951	£ 6.67
Zap- goes w/ original	ID11880	£ 9.99
Lightning Bug- goes w/ Base 2	ID11953	£ 6.67
Blackout- goes w/ original	ID11890	£ 6.67
Psych Out- goes w/ Base 2	ID11954	£ 6.67
Brushfire- goes w/ original	ID11900	£ 9.99
Trouble- goes w/ Rocket	ID14360	£ 6.67
Overgrowth goes w/ original	ID11910	£ 6.67
Devastation- goes w/ Rocket	ID14370	£ 6.67
Water Blast- goes w/ Jungle	ID11920	£ 6.67
Japanese Starter	ID12090	£ 8.68
Power Reserve- goes w/ Jungle	ID11930	£ 6.67
Japanese Green- Erica	ID12110	£ 13.37
Lock Down- goes w/ Fossil	ID11940	£ 6.67
Japanese Sabrina- Purple	ID12120	£ 13.37
Bodyguard- goes w/Fossil	ID11950	£ 6.67
Japanese Blue- Misty	ID12150	£ 16.72
Japanese Neo	ID12162	£ 13.37

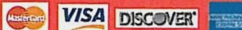
Ordering is Easy!
Only 3 steps - Call NOW!

1. Figure out what you'd like to buy.
2. Call the toll-free order hotline or visit our website with easy secure ordering powered by YAHOO.
3. Pay with credit card.

Ordering Information

1. £2.80 shipping/handling charge. £5.00 shipping charge to Europe.
2. Most orders shipped within 48 hours of ordering.
3. All items in stock at time of publication.
4. Pokemon Cards fluctuate in price depending on supply/demand especially as Christmas season approaches. Prices subject to change without notice. We will try to do our best to keep the prices stable.
5. We are not affiliated with Wizards of the Coast.
6. We are not affiliated with the TY corp.



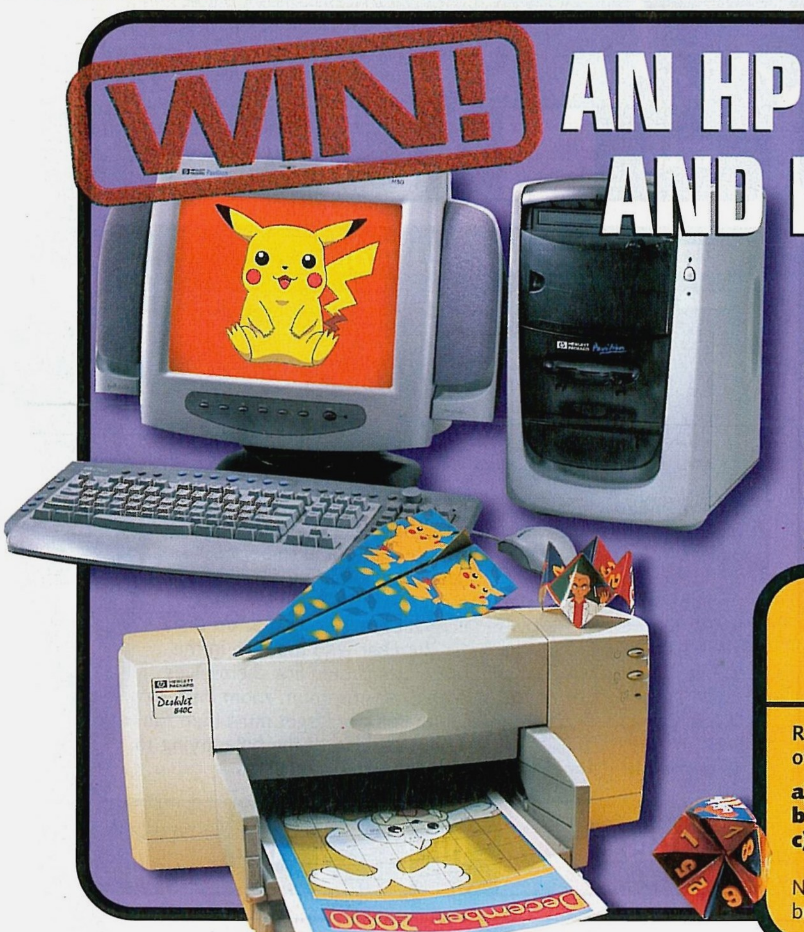



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GREAT BRITAIN - StartCollecting.com
P.O. Box 276, Fareham, PO14 2TT

WIN! AN HP PC WITH PRINTER AND POKÉMON STUDIO!



Reckon you've completed your collection of Pokémon goodies? Think again, Pokéfans. Just in time for Christmas, the new Pokémon Print Studio CD-ROM gives you the power to design loads of your own Pokémon stickers, masks, postcards, invitations, stationery and even tattoos on your PC, then print them out to wow your chums.

Pokémon Print Studio is yours free when you buy a Hewlett-Packard DeskJet 840C inkjet printer from the end of October – and the kind folk at HP are so sure that their whisper-quiet printing machine can churn out the best Pokémon projects, they've agreed to give away one of their Pavilion PCs, a DeskJet 840C, *and* a copy of Pokémon Print Studio to prove it. That's a whopping £1,350's worth of prize. Fantastic!

For your chance to win, answer this question...

Right then, which of these is a type of printer?

a) Jumbo jet
b) Inkjet
c) George Jetson

Now complete the following tie-breaker in no more than 15 words:

I need a new PC and printer in my house because...

That done? Good. Now send the whole kit and caboodle off to: **Prints Charming, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW. Closing date for entries is Friday 24th November.**

Eight challenges to test the best.

GAME ON

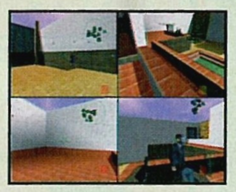
Welcome, one and all, to the joyous feast of videogame variations that is Game On.

In time-honoured tradition, we've hand-picked the very best of your gameplay-evolving endeavours from our gold lamé postbag, and present eight of them here for you all to enjoy.

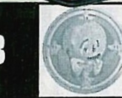
Perfect Dark currently remains the most popular object of your tinkerings, but we've also got a quartet of tricky tasks for some other classic N64 titles, too. So slap in a cart and get going. Game on!

PERFECT DARK *Remote Men*





Davey Smith (who incidentally didn't supply his address – give us a call to claim your badge) has come up with a neat way of racking up those multiple kills for up to four players. Pick the Combat scenario, remote mines and pistols, and Temple, Skedar or Facility as the arena. Switch on eight Kazesims, too. Once in the game, stick mines to the opposition, and wait for them to get close. When you have a cluster of battling sims, just detonate the mines, tally up the kills, and dish out the medals accordingly.

MULTIPLE KILLS  8  4  2


PERFECT DARK *Massacre*




We've had tons of variations on this theme – ie, dishing out more carnage than is absolutely necessary to those highly amusing and ridiculously stupid Meatsims. This one's from **Juha-Pekka Saari** and **Ville Lehtinen** from **Finland**. Their two-player challenge requires ten minutes in Felicity with eight Fistsims on 'meat' difficulty, plus one-hit kills. Weapons include the Reaper, proximity mines, Laptops, Callistos, remote mines and a Phoenix. Divide the teams into Human vs Simulants and fire away. Get as many kills between you as you can. Sweet.

KILLS  290  270  250

PERFECT DARK *Stick in the Mud*

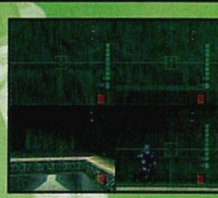




Here's a rather ingenious reworking of that classic playground game Stick in the Mud, courtesy of **Chris Rose** and **Ben Poore** from **Derbyshire**. Two-to-four players must enter the Temple with weapons set to Slayers, Magnum (single) and the shotgun. Once you're all suitably armed, head for the big room with the hole in the middle, and position yourselves at one end. Now take it in turns to launch a remote Slayer rocket, with the player who fires the missile guiding it around the hole and then back through his or her legs while the other players try to shoot it down. Medals are awarded according to the number of 'fly-by-wire' passes completed.

PASSES  7+  4-6  3

PERFECT DARK *Death Row*


Murray Phillipson from **Lincoln** has sent us this rather gory version of that all-time-classic fairground game, Duck Shoot Gallery. You'll need to choose remote mines and sniper rifles on the weapons screen, and select Temple as your four-player arena of death. Next, nominate a competitor to be the duck, and cover the poor fellow in mines (about 12 ought to do the trick). Now all head for the huge chamber with the hole in the middle. The three players without mines should line themselves up on the short side of the hole and use maximum zoom on their sniper rifle. When they're ready, the unlucky target must then run back and forth parallel with the opposite end of the hole, trying to do ten widths without being blown up. Simply priceless.

WIDTHS  10  6  3

LYLAT WARS — *Starfox Hunt*







David Sermon from **Rippon** has supplied us with just the kind of challenge we love. No frills, nothing complex, just demanding in one area alone – basic skill. Start up a two-player Battle Royal, with one player taking the role of hunter and the other attempting to survive for as long as possible without using weapons, U-turns or somersaults. Of course, this means that you'll have to use just the basics, plus maybe some of your home-grown evasive manoeuvres. The longer you survive, the better your ranking and the flasher the circle you pin upon your chest.

MINUTES SURVIVED  10  5  3

RESIDENT EVIL 2 — *Line 'em Up*

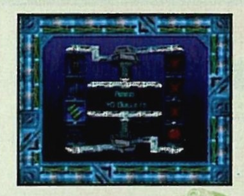
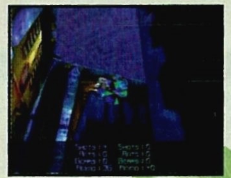





Oliver Mulkerins from **London** is obviously a strong-stomached individual with too much time on his hands. He's come up with a rather messy challenge for all you zombie fans out there. For this particular one, you'll need to play as Leon. Once at the police station, go to the first-floor office, but don't go through the blue double doors – instead, whip out your 12-calibre shotgun and try to line up the zombies for some multiple kills. Only one shot counts, mind, so align 'em well. The medal you earn depends on how many undead you take out.

WASTED  ALL  4  2

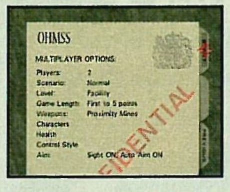
JET FORCE GEMINI — *Bear Slaughter*


Anyone, like **Ed Hodson** in **Farnham**, who has had the pleasure of playing Rare's great roaming blaster has to admit that they've wasted more than their fair share of Tribal teddies. This challenge gives you an excuse to waste the furry critters and yet still feel dead proud to boot. Start a multiplayer target-range game, with the 40-bullet maximum set to 'on'. Employing precision marksmanship, attempt to shoot the innocent fur-balls that pop up while avoiding the ants – it's far more difficult and infinitely more rewarding that way round. Medals for your teddy toppage.

TRIBAL TARGETS  14  11  8

GOLDENEYE 007 — *Mine Course*






Peter and **Neil Tippet** from **Cornwall** have sent in this excellent two-player challenge for Facility. One player must pick up a gun with a zoom function and then make their way to the little room at the bottom of the long corridor, where the body armour is hidden. Once they're safely locked inside, the second player has to lay down 11 proximity mines, from the corridor back to the toilets. Player one must then make their way back to the bogs without getting wasted. Score according to how few times you are blown apart before you get to your goal.

DEATHS  0  1  3

Now it's your turn!

GAME ON

Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

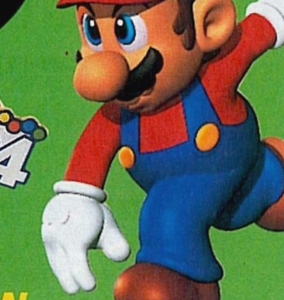
Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for…
Pokémon Stadium • Mario Tennis
Tony Hawk's Skateboarding • Turok 3
We'll print the best right here, and you'll get a flashy **N64** pin badge for your troubles. Now you can't say fairer than that, can you!





I'M THE BEST

The place where maestros of the three-pronged pad play.

Stand back! Those *Perfect Dark* tables are hotting up! There's been plenty of development since N64/47 already, with some simply storming times – like Tony Dunster's insane *19-second* blast through Chicago (we've seen it, and it's simply mad). Nice work everyone.

There's change elsewhere, too. *Track & Field* is becoming a bit of a squeeze, and there's new movement on the *F-Zero* front. Keep it all coming in!

New Leagues

POKÉMON SNAP

Just returned from another trip to Pokémon Island? How's your report coming along? Send in your total score and we'll start a mini-league in N64/49!

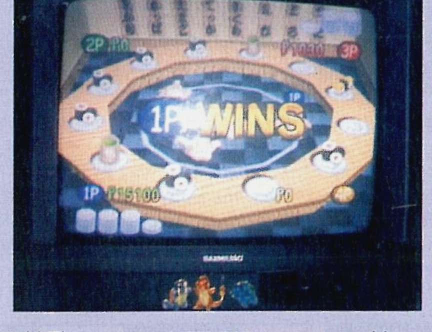
RIDGE RACER 64

Reckon you could leave the rest for dust in our forthcoming RR64 league table? Prove it! We're waiting for your times!





STAR PERFORMANCE in conjunction with Wild Things



Now that the summer's definitely on the way out, we're preparing ourselves for a deluge of Star Performance entries as you lot return to your comfy chairs and crack on with some serious gaming.

First of the winter winners is Stewart Walker from Glasgow, who notched up an impressive 15100 points in *Pokémon Stadium*'s 'sushi-go-round' minigame. Result! A Mirage joypad from Wild Things (029 2075 5774 or www.wild-things.co.uk) is Scotland-bound as Stewart's reward, and if you fancy getting *your* hands on one such gold-hued controller, send your best N64 achievements to the usual address – if you're hardcore enough, that is...

NEW HIGH SCORE!

Bags of respect go out to Lancashire's Matthew Li Kam Wa. It was a very close-run contest, but Matthew's Mauler-toting Agent mode time of 1:53 for Mr Blonde's Revenge was the speediest we received. He's earned himself a Mirage joypad from Wild Things! Grand stuff!

THIS MONTH'S SCORE TO BEAT



As the sky turns grey(er), cheer yourself up with this *Mario Party 2* challenge. When we reviewed the game in N64/42, we jokily defied you to beat our score for the wind-up Shy Guy minigame. Now we're officially laying down the button-battering gauntlet. Beat 36.64m by the most and you'll bag a natty Mirage joypad in N64/50. Get your score in soon!

Perfect Dark

BEST AGENT MODE TIMES

DATADYNE CENTRAL: DEFECTION		
1	0:37	Gary Carney, *Newcastle-upon-Tyne*
2	0:38	Arif Mollah, *Rochdale*
3	0:39	Jonathan Steinberg, *Sweden*
4	0:40	Tony Dunster, *London*
5	0:42	Damien Golding, *Watford*
DATADYNE RESEARCH: INVESTIGATION		
1	1:39	Anthony Ratnasothy, *Essex*
2	1:41	Damien Golding, *Watford*
2	1:41	Jonathan Steinberg, *Sweden*
2	1:41	Tony Dunster, *London*
5	1:43	Gary Carney, *Newcastle-upon-Tyne*
DATADYNE CENTRAL: EXTRACTION		
1	1:27	Arif Mollah, *Rochdale*
2	1:30	Tony Dunster, *London*
3	1:41	Christopher Halley, *Cowbridge*
3	1:41	Alan West, *Felixstowe*
5	1:42	Sam Harkins, *Abingdon*
CARRINGTON VILLA: HOSTAGE ONE		
1	1:30	Tony Dunster, *London*
2	1:32	Arif Mollah, *Rochdale*
3	1:37	Anthony Ratnasothy, *Essex*
4	1:38	Sam Harkins, *Abingdon*
5	1:40	Gary Carney, *Newcastle-upon-Tyne*
CHICAGO: STEALTH		
1	0:19	Tony Dunster, *London*
2	0:21	Gary Carney, *Newcastle-upon-Tyne*
3	0:28	Arif Mollah, *Rochdale*
4	0:30	Jonathan Steinberg, *Sweden*
5	0:37	Robert Harrison, *Wakefield*
G5 BUILDING: RECONNAISSANCE		
1	1:00	Gary Carney, *Newcastle-upon-Tyne*
2	1:06	Arif Mollah, *Rochdale*
2	1:06	Jonathan Steinberg, *Sweden*
4	1:15	Tony Dunster, *London*
5	1:25	Ian Calderwood, *Hertfordshire*



Mario Golf



TOAD HIGHLANDS

1	8'41"96	Raymond Wegman, *Holland*
2	8'51"98	Chris Webb, *Gloucester*
3	9'18"68	Jon McIlvaney, *Washington*
4	9'33"88	Gary Carney, *Newcastle-upon-Tyne*
5	9'52"64	Matthew Sexton, *Bedford*

KOOPA PARK

1	9'16"20	Raymond Wegman, *Holland*
2	9'43"20	Chris Webb, *Gloucester*
3	10'32"68	Gary Carney, *Newcastle-upon-Tyne*
4	10'33"03	Martin Gore, *Dublin*
5	10'47"16	Jan-Erik Spangberg, *Sweden*

SHY GUY DESERT

1	9'25"56	Raymond Wegman, *Holland*
2	10'40"60	Chris Webb, *Gloucester*
3	10'47"72	Gary Carney, *Newcastle-upon-Tyne*
4	11'10"72	Karl von der Luehe, *Surrey*
5	11'22"28	Jan-Erik Spangberg, *Sweden*

YOSHI'S ISLAND

1	9'54"68	Raymond Wegman, *Holland*
2	10'23"40	Chris Webb, *Gloucester*
3	11'03"28	Karl von der Luehe, *Surrey*
4	11'21"72	Gary Carney, *Newcastle-upon-Tyne*
5	11'29"48	Clive Mullings, *Kimbolton*

BOO VALLEY

1	10'52"72	Raymond Wegman, *Holland*
2	11'39"04	Chris Webb, *Gloucester*
3	11'44"36	Gary Carney, *Newcastle-upon-Tyne*
4	11'46"24	Jan-Erik Spangberg, *Sweden*
5	12'26"06	Thomas Grandjean, *Switzerland*

MARIO'S STAR

1	10'18"24	Raymond Wegman, *Holland*
2	11'15"48	Chris Webb, *Gloucester*
3	11'54"76	Thomas Grandjean, *Switzerland*
4	12'02"28	Gary Carney, *Newcastle-upon-Tyne*
5	12'26"64	Jon McIlvaney, *Washington*

World Driver Championship

HAWAII C

1	01:01.44	Abul Salam, *London*
2	01:02.11	Ian Calderwood, *Harpenden*
3	01:02.27	Shoriful Islam, *London*
3	01:02.27	Kostas Mitzithras, *Greece*
5	01:02.36	Leo Himanka, *Finland*

KYOTO A

1	00:39.59	Ian Calderwood, *Harpenden*
2	00:39.84	Leo Himanka, *Finland*
3	00:39.90	Kostas Mitzithras, *Greece*
4	00:39.98	Abul Salam, *London*
5	00:40.04	Shoriful Islam, *London*

LAS VEGAS A

1	00:58.27	Leo Himanka, *Finland*
2	00:58.79	Jamie Burnett, *Caithness*
3	00:58.84	Kostas Mitzithras, *Greece*
4	00:58.90	Ian Calderwood, *Harpenden*
5	00:59.04	Abul Salam, *London*

ROME B

1	01:12.88	Jamie Burnett, *Caithness*
2	01:13.12	Ian Calderwood, *Harpenden*
3	01:13.16	Leo Himanka, *Finland*
4	01:13.52	Kostas Mitzithras, *Greece*
5	01:13.55	Abul Salam, *London*

LISBON C

1	01:01.36	Kostas Mitzithras, *Greece*
2	01:01.84	Leo Himanka, *Finland*
3	01:01.88	Ian Calderwood, *Harpenden*
4	01:02.68	Jamie Burnett, *Caithness*
5	01:02.79	Shoriful Islam, *London*

BLACK FOREST A

1	00:26.76	Leo Himanka, *Finland*
2	00:26.87	Ian Calderwood, *Harpenden*
3	00:27.28	Jamie Burnett, *Caithness*
4	00:27.38	Shoriful Islam, *London*
5	00:27.60	Kostas Mitzithras, *Greece*

DK 64



RAMBI BONUS GAME

1	244	Peter Barrett, *Co. Armagh*
2	228	Ben Gooch, *Tamworth*
2	228	Joseph Jennings, *Birmingham*
2	228	Arkadiusz Gabreycki, *Poland*
5	226	Ruben Larsen, *Norway*
5	226	James Hogg, *Barnet*
7	224	Becki Harrison, *Coventry*
7	224	Lorne Tietjen, *Woking*
9	222	Liam Kennedy, *Bolton*
9	222	Sam Abraham, *Dublin*

ENGUARDE ARENA

1	385	Sean Matthews, *Paisley*
2	365	Gavin Fuller, *Romford*
2	365	Arkadiusz Gabreycki, *Poland*
4	360	Gary Harmson, *Halifax*
5	350	Tom Craven, *Clitheroe*
6	345	Janne Kaitila, *Finland*
7	330	Lorne Tietjen, *Woking*
8	315	Scott Fitzgerald, *Dorset*
8	315	Kyan Kia, *Halifax*
10	305	Thomas Pearce, *Trowbridge*

DK ARCADE

1	170300	Ben Gooch, *Tamworth*
2	154900	Mat Isaia, *Australia*
3	127100	Griffin Leadabrand, *Australia*
4	92500	Matthew Sexton, *Bedford*
5	92400	Gary Harmson, *Halifax*
6	76000	Andrew Simmonds, *Hampshire*
7	64400	Michael Oakes, *Liverpool*
8	59600	Janne Kaitila, *Finland*
9	55100	Thomas Pearce, *Trowbridge*
10	53000	Morten Tronstad, *Norway*

JETPAC

1	999990	Arkadiusz Gabreycki, *Poland*
2	999905	Andrew Simmonds, *Hampshire*
3	999660	Jake Warren, *Bristol*
4	999355	Alan Clarke, *Oxford*
5	995070	Farron Hussey, *Peterborough*
6	801680	Jenna Blackman, *Pagham*
7	712385	David Huggins, *Crawley*
8	688510	James Cull, *Redditch*
9	673395	Janne Kaitila, *Finland*
10	666540	Tom Makey, *Colchester*

DIDDY'S MINECART RIDE

1	85	Janne Kaitila, *Finland*
1	85	Denis Craven, *Lancashire*
1	85	Arkadiusz Gabreycki, *Poland*
1	85	Ruben Larsen, *Norway*
1	85	James Hogg, *Barnet*
6	84	Tom Craven, *Lancashire*
7	83	Jenna Blackman, *Pagham*
7	83	Timothy Staines, *Iford*

GO! GO!

Star Wars Episode 1: Racer



BOONTA TRAINING COURSE

1	0:13.262	Thomas Hower, *Denmark*
2	0:21.726	Matthew Mowlam, *Cowes*
3	0:22.086	Joel Ashby-Davis, *London*
4	0:23.912	Chris Turner, *Cheshire*
5	0:26.334	Ben Wilkins, *Australia*

MON GAZZA SPEEDWAY

1	0:06.853	Matthew Mowlam, *Cowes*
2	0:06.941	Thomas Hower, *Denmark*
3	0:08.397	Matthew Love, *London*
4	0:10.385	Guy Taylor, *Peterborough*
5	0:11.184	Chris Turner, *Cheshire*

BEEDO'S WILD RIDE

1	0:45.298	Thomas Hower, *Denmark*
2	0:52.415	Jan-Erik Spangberg, *Sweden*
3	0:53.634	Matthew Mowlam, *Cowes*
4	0:53.650	Ben Wilkins, *Australia*
5	0:56.431	Anthony Ratnasothy, *Essex*

MALASTARE 100

1	0:26.720	Thomas Hower, *Denmark*
2	0:30.140	Ben Wilkins, *Australia*
3	0:31.002	Guy Taylor, *Peterborough*
4	0:31.844	James McClosky, *Co. Derry*
5	0:33.306	Tom Beasley, *Bushy*

VENGEANCE

1	0:53.359	Thomas Hower, *Denmark*
2	1:02.249	Jan-Erik Spangberg, *Sweden*
3	1:03.355	Ben Wilkins, *Australia*
4	1:07.810	Anthony Ratnasothy, *Essex*
5	1:07.978	Tom Beasley, *Bushy*

SCRAPPERS RUN

1	0:24.551	Thomas Hower, *Denmark*
2	0:32.955	Ben Wilkins, *Australia*
3	0:33.333	Matthew Durrant, *Bognor Regis*
4	0:34.957	James McClosky, *Co. Derry*
5	0:35.589	Jan-Erik Spangberg, *Sweden*

ANDO PRIME CENTRUM

1	0:36.474	Thomas Hower, *Denmark*
2	0:43.932	Matthew Mowlam, *Cowes*
3	0:50.213	Tom Beasley, *Bushy*
4	0:51.332	Ben Wilkins, *Australia*
5	0:51.649	Jan-Erik Spangberg, *Sweden*

EXECUTIONER

1	1:09.957	Thomas Hower, *Denmark*
2	1:16.516	Jan-Erik Spangberg, *Sweden*
3	1:21.040	Ben Wilkins, *Australia*
4	1:22.029	Anthony Ratnasothy, *Essex*
5	1:23.611	Luke Oswin, *Leicester*

Wipeout 64

UK (PAL) TIMES ONLY

KLIES BRIDGE

1	0:13.9	Thomas Dooley, *Glasgow*
2	0:16.7	Thomas Grandjean, *Switzerland*
3	0:16.8	Ryan Brannan, *Co. Down*
4	0:16.9	Chris Lowe, *Tyne & Wear*
5	0:17.3	Tom Craven, *Lancashire*

QORON IV

1	0:23.4	Thomas Dooley, *Glasgow*
2	0:26.8	Tom Craven, *Lancashire*
3	0:26.9	Ryan Brannan, *Co. Down*
4	0:27.1	Kevin Holmes
5	0:27.5	Guy Nisbett, *London*

SOKANA

1	0:27.6	Thomas Dooley, *Glasgow*
2	0:29.2	Guy Nisbett, *London*
3	0:29.5	Tom Craven, *Lancashire*
4	0:29.8	Ryan Brannan, *Co. Down*
5	0:30.0	Thomas Grandjean, *Switzerland*

DYRONESS

1	0:18.5	Thomas Dooley, *Glasgow*
2	0:19.6	Kevin Holmes
3	0:20.2	Ryan Brannan, *Co. Down*
4	0:20.3	Tom Craven, *Lancashire*
5	0:20.8	Chris Lowe, *Tyne & Wear*

MACHAON II

1	0:27.6	Thomas Dooley, *Glasgow*
2	0:31.2	Tom Craven, *Lancashire*
3	0:32.1	Ryan Brannan, *Co. Down*
4	0:32.2	Thomas Grandjean, *Switzerland*
5	0:32.6	Guy Nisbett, *London*

TERAFUMOS

1	0:24.8	Thomas Dooley, *Glasgow*
2	0:26.9	Tom Craven, *Lancashire*
3	0:27.7	Ryan Brannan, *Co. Down*
4	0:28.0	Guy Nisbett, *London*
4	0:28.0	Kevin Holmes

F-Zero X



UK (PAL) TIMES

SAND OCEAN

1	1'09"340	Damien Golding, *Watford*
2	1'12"463	Andrew Mills, *Dundee*
3	1'14"690	Adam Tucker, *Great Yarmouth*
4	1'15"246	Phil Hughes, *Widnes*
5	1'15"839	Matthew Flitton, *Cambridge*

BIG BLUE

1	1'27"690	Adam Tucker, *Great Yarmouth*
2	1'29"634	Gary Carney, *Newcastle*
3	1'30"852	Andrew Mills, *Dundee*
4	1'31"999	Tony Dunster, *London*
5	1'32"502	David Van Moer, *Belgium*

SECTOR ALPHA

1	1'16"336	Damien Golding, *Watford*
2	1'22"696	Adam Tucker, *Great Yarmouth*
3	1'23"527	Phil Hughes, *Widnes*
4	1'24"497	Matthew Flitton, *Cambridge*
5	1'24"792	Morten Tronstad, *Norway*

DEVIL'S FOREST 2

1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'18"399	Adam Tucker, *Great Yarmouth*
4	1'19"333	Andrew Mills, *Dundee*
5	1'22"152	D. D. Ramone, *Carlisle*

FIRE FIELD

1	1'14"360	Phil Hughes, *Widnes*
2	1'15"028	Adam Tucker, *Great Yarmouth*
3	1'15"183	D. D. Ramone, *Carlisle*
4	1'17"802	Gary Carney, *Newcastle*
5	1'17"414	Andrew Mills, *Dundee*

RED CANYON 2

1	1'33"471	Andrew Mills, *Dundee*
2	1'33"776	Adam Tucker, *Great Yarmouth*
3	1'34"800	Gary Carney, *Newcastle*
4	1'34"935	Phil Hughes, *Widnes*
5	1'35"555	D. D. Ramone, *Carlisle*

SPACE PLANT

1	1'53"537	Damien Golding, *Watford*
2	2'00"535	Adam Tucker, *Great Yarmouth*
3	2'01"163	Phil Hughes, *Widnes*
4	2'02"173	D. D. Ramone, *Carlisle*
5	2'02"648	Andrew Mills, *Dundee*

PORT TOWN 2

1	1'52"032	Paul Galvin, *Dublin*
2	1'52"315	Damien Golding, *Watford*
3	1'52"832	Adam Tucker, *Great Yarmouth*
4	1'52"920	Phil Hughes, *Widnes*
5	1'53"521	Gary Carney, *Newcastle*

SAND OCEAN 2

1	1'35"198	Andrew Mills, *Dundee*
2	1'36"776	Adam Tucker, *Great Yarmouth*
3	1'37"485	Gary Carney, *Newcastle*
4	1'37"834	Tony Dunster, *London*
5	1'38"013	Damien Golding, *Watford*

International Track & Field





100M DASH

1	9.28secs	Tony Dunster, *London*
1	9.28secs	Mark Dunster, *London*
3	9.43secs	Liam O'Connell, *Dorking*
3	9.43secs	Darren Bolton, *Lincolnshire*
5	9.44secs	Marie Crowther, *Kent*
5	9.44secs	Steve Poulton, *Yeovil*
5	9.44secs	Edward Smith, *Trowbridge*
5	9.44secs	Ashley Wright, *Ilkley*

110M HURDLES

1	12.64secs	Mark Dunster, *London*
1	12.64secs	Tony Dunster, *London*
3	12.68secs	Darren Bolton, *Lincolnshire*
3	12.68secs	Carl Hutchings, *Peterborough*
4	12.76secs	Mark Wyss, *Moreton-in-Marsh*
4	12.76secs	Edward Smith, *Trowbridge*

TRIPLE JUMP

1	19.11m	Ashley Wright, *Ilkley*
2	19.10m	George Vaughan, *Coventry*
3	19.09m	Andrew Witham, *Moreton-in-Marsh*
3	19.09m	Edward Smith, *Trowbridge*
5	19.08m	Darren Bolton, *Lincolnshire*
5	19.08m	Carl Hutchings, *Peterborough*

WEIGHTLIFTING

1	280.0kg	Tony Dunster, *London*
1	280.0kg	Mark Dunster, *London*
1	280.0kg	Darren Bolton, *Lincolnshire*
1	280.0kg	Carl Hutchings, *Peterborough*
5	277.5kg	Edward Smith, *Trowbridge*
5	277.5kg	Stuart Richards, *Dorking*

JAVELIN*

1	105.84m	Liam O'Connell, *Dorking*
1	105.84m	Matthew Smith, *Sutton Coldfield*
1	105.84m	Carl Hutchings, *Peterborough*
1	105.84m	Tony Dunster, *London*
1	105.84m	David O'Rourke, *Scotland*

League is now closed.

HAMMER

1	101.25m	Darren Bolton, *Lincolnshire*
2	101.22m	Darren Le-warne, *Hants*
3	101.21m	Adam Bolton, *Lincolnshire*
4	101.19m	Edward Smith, *Trowbridge*
4	101.19m	Julie Barker, *Lincolnshire*

LONG JUMP

1	9.40m	George Vaughan, *Coventry*
1	9.40m	Liam O'Connell, *Dorking*
1	9.40m	Edward Smith, *Trowbridge*
1	9.40m	Tony Dunster, *London*
5	9.39m	Mark Dunster, *London*
5	9.39m	Russell Whitham, *Moreton-in-Marsh*
5	9.39m	David O'Hara, *London*
5	9.39m	Darren Bolton, *Lincolnshire*
5	9.39m	Adam Bolton, *Lincolnshire*
5	9.39m	Andrew Simmonds, *Waterlooville*

100M FREESTYLE

1	0'46"22	Roger Santen, *Lincolnshire*
2	0'46"29	Liam O'Connell, *Dorking*
3	0'46"33	Carl Hutchings, *Peterborough*
4	0'46"37	Tony Dunster, *London*
4	0'46"37	Ashley Wright, *Ilkley*
4	0'46"37	Eddie Lunec, *Newcastle-upon-Tyne*

100M BREASTSTROKE

1	1'00"56	Mark Dunster, *London*
2	1'00"64	Carl Hutchings, *Peterborough*
3	1'00"68	Tony Dunster, *London*
4	1'00"72	Adam Bolton, *Lincolnshire*
5	1'00"80	Andrew Witham, *Moreton-in-Marsh*

HORIZONTAL BAR

1	10.00pts	Stuart Richards, *Dorking*
2	9.99pts	Darren Le-warne, *Hants*
2	9.99pts	Carl Hutchings, *Peterborough*
4	9.98pts	Ramsay Melville, *Fife*
5	9.97pts	Edward Smith, *Trowbridge*
5	9.97pts	Ian Moran, *Liverpool*

TRAP SHOOTING

1	426pts	David Crowther, *Kent*
2	421pts	Marie Crowther, *Kent*
3	419pts	Tony Dunster, *London*
4	416pts	Adam Bolton, *Lincolnshire*
5	415pts	Stuart Richards, *Dorking*

CHAMPIONSHIP

1	11237pts	Edward Smith, *Trowbridge*
2	11079pts	Darren Bolton, *Lincolnshire*
3	10827pts	Tony Dunster, *London*
4	10807pts	Adam Bolton, *Lincolnshire*
5	10782pts	Mark Dunster, *London*

Smash Bros



MARIO

1	11"55	Jan-Erik Spangberg, *Sweden*
2	11"83	Hamid Momatash, *Gateshead*
3	11"85	Ben Rumsby, *Bristol*
4	11"97	Jonathan Steinberg, *Sweden*
5	13"81	Matthew Sexton, *Bedford*

DONKEY KONG

1	14"13	Hamid Momatash, *Gateshead*
2	14"21	Ben Rumsby, *Bristol*
3	14"37	Tom Donoughue, *Balsham*
4	14"43	Scott Fitzgerald, *Dorset*
5	14"57	Jan-Erik Spangberg, *Sweden*

YOSHI

1	19"39	Hamid Momatash, *Gateshead*
2	19"71	Ben Rumsby, *Bristol*
3	19"83	Tom Donoughue, *Balsham*
4	20"85	Jan-Erik Spangberg, *Sweden*
5	22"90	Alexander Davies, *Llandeilo*

KIRBY

1	18"65	Hamid Momatash, *Gateshead*
2	20"95	Ben Rumsby, *Bristol*
3	20"97	Chris Grant, *Inverness*
4	21"00	Tom Donoughue, *Balsham*
5	22"99	Jan-Erik Spangberg, *Sweden*

LINK

1	17"63	Hamid Momatash, *Gateshead*
2	19"23	Tom Rumsby, *Bristol*
3	21"21	Rob Humphrey, *Leicester*
4	21"47	Tom Donoughue, *Balsham*
5	21"57	Tom Woodward, *Bredon*

FOX

1	13"87	Hamid Momatash, *Gateshead*
2	13"95	Ben Rumsby, *Bristol*
3	14"05	James Wood, *Cumbria*
4	14"80	Jan-Erik Spangberg, *Sweden*
5	16"13	Laurence Imich, *Essex*

PIKACHU

1	10"80	Hamid Momatash, *Gateshead*
2	11"01	David Marsland, *Cheshire*
2	11"47	Luke Brown, *Worcester*
3	11"97	Ben Rumsby, *Bristol*
4	12"01	Robert Harrison, *Wakefield*

BONUS 1 TOTAL TIME

1	3'19"55	Hamid Momatash, *Gateshead*
2	3'24"50	Ben and Tom Rumsby, *Bristol*
3	3'39"60	Jan-Erik Spangberg, *Sweden*
4	4'25"44	Matthew Sexton, *Bedford*

BONUS 2 TOTAL TIME

1	5'49"88	Hamid Momatash, *Gateshead*
2	5'56"63	Ben and Tom Rumsby, *Bristol*
3	6'35"21	Matthew Sexton, *Bedford*

How to enter

Remember, you need to send in a photo or video for your effort to be confirmed. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached, with all of the aforementioned information easily legible.

Pack up your bits and send them all to:
**I'm the Best, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.**

If you'd like to have your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put your stuff in the post – it'll be there in the next one.

In association with 

A score of Ninty-based special missions where only the best make it.

skill club MILLENNIUM

Beautiful Italian sports cars, luxury yachts, swish clothes, a simply *massive* house – great piles of cash can buy you many, many things. But here's something that a fistful of greenbacks won't get you: membership of Skill Club Millennium.

Oh no. You've got to *earn* yourself a place in our coveted tables. But how? First, select a suitable crop of games from the list opposite – three for Bronze, seven for Silver, ten for Gold and 14 for the ultra-hardcore Platinum league. Next, complete the challenges, and send us photo or video proof with the form below, marking your envelope 'Skill Club Millennium'.

And then? Well, once you're 'in', a glossy **N64** Skill Club certificate will be fired off in your direction, along with a sought-after **N64** pin badge. A Gamester Advanced Controller or a Gamester Tremor Pak with 1Mb memory will also find a home with every Gold-standard gamer, while Platinum-level clubbers can cover their torsos with a stylish **N64** T-shirt. And that's another thing money can't buy.

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the game, but if you opt for NTSC you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter the leagues in stages if you wish. If you've made it into the Bronze league, just send us further proof to elevate yourself to a loftier position. Remember to tick the upgrade box!*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of* **N64**.
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' socket on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.

---

skill club MILLENNIUM

ENTRY FORM

Hello there,

I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club Millennium league. I include proof of my achievements in:

	A F-Zero X		K Zelda
	B ISS '98		L GoldenEye 007
	C Rogue Squadron		M Pilotwings
	D Super Mario 64		N Donkey Kong 64
	E Turok: Rage Wars		O Resident Evil 2
	F Lylat Wars		P Mario Golf
	G Quake II		Q Shadowman
	H Wave Race 64		R Jet Force Gemini
	I 1080°		S Smash Bros
	J Mario Kart		T World Driver

Please send my badge and certificate to:

Name ....

Address ....

....

....

....

Hey folks! I'm upgrading! ☐

Use a photocopy of this form if you'd rather not cut your copy of **N64** *Magazine.*

challenge A — F-Zero X



What you must do: Get a time of under 50 seconds on Death Race.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The DGG+ free with issue 22.

challenge B — ISS '98



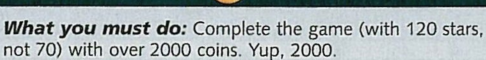
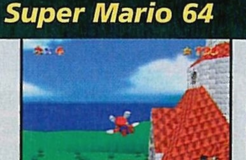
What you must do: Finish all the scenarios.
Proof: A photo of the two completed Scenario screens.
Helpful tips: There's the review in issue 20. And, um, that's it. You're on your own here.

challenge C — Rogue Squadron



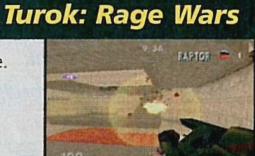
What you must do: Score over 95% accuracy on the first level, Ambush at Mos Eisley.
Proof: A photo of the stats screen.
Helpful tips: Tips in issue 27, or issue 31's DGG+.
(Note: Feel free to use any ship for this, including the V-Wing and Naboo Fighter.)

challenge D — Super Mario 64

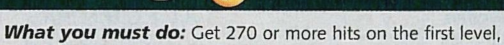
What you must do: Complete the game (with 120 stars, not 70) with over 2000 coins. Yup, 2000.
Proof: A photo of the records screen, showing your coin totals for every world.
Helpful tips: Issues 1-5 and there's also issue 15's DGG+.

challenge E — Turok: Rage Wars

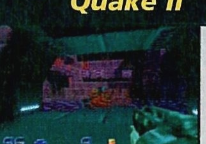

What you must do: Unlock every character in the game. It's a toughie.
Proof: A photo of the character select screen.
Helpful tips: Mark's lovely review in issue 35, and accompanying tips in **N64**/38.

challenge F — Lylat Wars



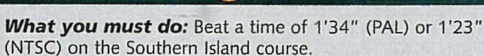

What you must do: Get 270 or more hits on the first level, Corneria.
Proof: A photo of your best score from the Ranking screen.
Helpful tips: The free poster magazine with **N64**/8, and DGG+ 2 (free with issue 13).

challenge G — Quake II



What you must do: Beat the first level – Strogg Outpost – in under 35 seconds.
Proof: A photo of the stats screen, which appears after you finish the level. Mint.
Helpful tips: Review in issue 32, tips in issue 33. Luvverly.

challenge H — Wave Race 64




What you must do: Beat a time of 1'34" (PAL) or 1'23" (NTSC) on the Southern Island course.
Proof: A photo of the stats screen, clearly showing your time.
Helpful tips: Plenty o' help in **N64**/2, and have a 'decko' at the DGG+ on the front of issue 14.

challenge I — 1080° Snowboarding





What you must do: Beat a time of 1'20" in Golden Forest, the trickiest of tracks.
Proof: A photo of the records screen.
Helpful tips: The Double Game Guide+ free with issue 22 is stacked with fruity help. Yes.

challenge J — Mario Kart 64



What you must do: Beat a time of 1'43" (PAL) or 01' 35" (NTSC) on Koopa Troopa Beach.
Proof: A picture of the records screen, showing your time.
Helpful tips: The help-filled review in issue 4, tips in issue 5 and the DGG+ with issue 13 will all help.

challenge K — The Legend of Zelda



What you must do: Catch the Hylian Loach (using the sinking lure).
Proof: An in-game photo, showing Link holding the Loach, with the weight displayed.
Helpful tips: The DGG+ with issue 26 will tell you all.

challenge L — GoldenEye 007




What you must do: Unlock all 23 cheats.
Proof: A photo of the unlocked cheats. From the, er, cheats screen.
Helpful tips: i-Spy magazine with **N64**/9, tips in **N64**/10 and 12 and the DGG+ which came with issue 12.

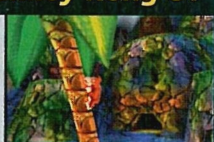
challenge M — Pilotwings





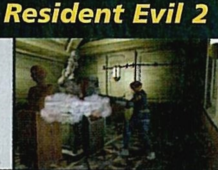
What you must do: Score over 3550 points in total.
Proof: Photographs of both the main mission select screen and the bonus mission select screen, with all points displayed.
Helpful tips: There's a guide in issue 6, and loads of help in the DGG+ found free with issue 19.

challenge N — Donkey Kong 64



What you must do: Grab all 201 bananas and complete 101% of the game.
Proof: A photo of the information from the pause screen.
Helpful tips: You'll find everything you need to know in issues 37, 38 and 39.

challenge O — Resident Evil 2



What you must do: Get an 'A' rating on Leon's main adventure.
Proof: A photo of the final screen, showing your rating.
Helpful tips: There's a full walkthrough in issue 38.

challenge P — Mario Golf



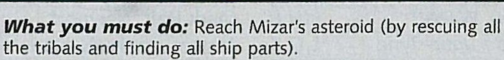

What you must do: Get all 108 Birdie Badges.
Proof: A photo of the Play Mode select screen.
Helpful tips: Mr Kitts fashioned a lovely guide in issue 35.

challenge Q — Shadowman



What you must do: Collect all 120 Dark Souls.
Proof: A photo of the pause screen, showing your total Dark Soul count.
Helpful tips: Tips in issue 33, plus the tips book with issue 34.
(Note: There are actually around 123 Dark Souls in the game, but 120 will do.)

challenge R — Jet Force Gemini




What you must do: Reach Mizar's asteroid (by rescuing all the tribals and finding all ship parts).
Proof: A photo of the asteroid on the map screen.
Helpful tips: There's tips in issues 35 and 36, and also in the Double Game Guide+ free with issue 38.

challenge S — Super Smash Bros





What you must do: Unlock all four secret characters (Luigi, Ness, Jigglypuff and Captain Falcon).
Proof: A photo of the Character Select screen.
Helpful tips: The tips in issue 37 will tell you how to unlock the secret characters.

challenge T — World Driver Championship




What you must do: Unlock the '99 Mystic A car (done by winning the GT1 Championship).
Proof: A photo of the unlocked car at the vehicle selection screen.
Helpful tips: Some hints adorn the tips section of issue 34.

GO! GO!



HALL OF FAME

PLATINUM Club
complete 14 challenges

Anthony Woods, *Wolverhampton*
Matthew Hall, *Ruislip*
Richard Milham, *Wolverhampton*
David Cittern, *Middlesex*
Andrew McGrae, *Southport*
Matthew Weston, *Nottingham*
Dan Masters, *Australia*
Gary Brawn, *Cheshire*

SILVER Club
complete 7 challenges

Jamie Chambers, *Cheshire*	A,D,E,H,K,L,P
Mike Richards, *Westbury*	B,G,H,L,N,R,S
Martin Flynn, *Kent*	D,J,K,L,M,N,R
Alex McIver, *Edinburgh*	A,C,D,L,M,N,S
Lorne Tietjen, *Woking*	D,E,F,H,I,J,O
Riki Taylor, *New Zealand*	C,G,I,K,N,R,S
Stephen Woods, *Lanarkshire*	A,C,D,E,G,J,L
The Alliance (c/o Richard Granville), *Bridgend*	C,G,L,N,P,R,S
Scott Houston, *Co. Antrim*	D,F,I,K,L,N,R,S
James McDermott, *Australia*	C,E,G,I,L,N,Q,R
Christophe Zerathe and Thomas Grand, *London*	C,I,K,L,N,P,R,S

GOLD Club
complete 10 challenges

Gary Carney, *Newcastle-upon-Tyne*	A,C,D,G,K,L,O,P,R,S
Jonathan Bird, *Suffolk*	C,E,G,I,J,N,O,P,Q,R
Craig Silcocks, *Trowbridge*	B,C,D,G,H,J,L,N,R,S
Ben Wells, *Suffolk*	C,E,G,I,J,N,O,P,Q,R
Jamie Hobbs, *Thetford*	A,D,E,J,K,M,N,P,R,S
Chris Caufield and Sam Moorhouse, *Halifax*	C,G,K,L,N,P,Q,R,S,T
Jan-Erik Spangberg, *Sweden*	A,C,E,G,H,I,L,P,R,S
Kostas A. Mitzithras, *Greece*	B,C,H,J,L,N,P,R,S,T
Justin Badger, *Wolverhampton*	B,C,D,K,L,M,N,P,R,S

BRONZE Club
complete 3 challenges

Stefan Charles, *Dorchester*	L,N,S
Ben Cook, *Shoreham-by-Sea*	D,L,R
Lorenz Pasch, *London*	B,L,P
Damien Plumb, *Cambridge*	L,N,P
Jonathan Walker, *West Midlands*	K,R,S
Christopher Simon Davies, *Walsall*	B,H,P
William Clifton, *Newcastle-upon-Tyne*	L,Q,S
Anders Tonsberg, *Norway*	L,P,S
Christopher Fennelly, *London*	L,R,S
Matthew Wilkins, *Malmesbury*	A,G,K
Matthew Sexton, *Bedford*	C,P,S
Janne Kaitila, *Finland*	D,R,S
James McGuigan, *Co. Armagh*	L,P,R
Hedley Gabriel, *Essex*	L,N,S
James Talbot-Hammond, *Farnham*	C,R,S
Chris Lowe, *Tyne & Wear*	A,L,R
Morten Tronstad, *Norway*	N,R,S
Daniel McGarrigle, *Ireland*	L,N,R
Thomas Beesley, *Burton-on-Trent*	C,R,S
James Fowler, *Staffordshire*	N,R,S
Alexander Davies, *Wales*	L,R,S
Ciarán O'Mara, *Dublin*	C,R,S
Adam Bull, *Leeds*	E,P,R
Matthew Hart, *Holland*	C,L,S
Simon Hynard, *Norwich*	C,P,R
Michael Oakes, *Nantwich*	C,Q,R
Stewart McIver, *Edinburgh*	C,N,S
Neil Coffey, *East Kilbride*	N,P,S
Mark Hall, *Newport*	E,L,S
Martyn Cook, *Ayrshire*	C,K,S
Karl von der Luehe, *Surrey*	B,P,S
John Calderon, *Lanarkshire*	G,R,S
Ben Wilkins, *Australia*	C,H,L
Martin Gore, *Dublin*	N,P,S
Stephen Hibbs, *London*	L,R,S
Ian Calderwood, *Harpenden*	E,L,T
Nader Kohbodi, *Anglesey*	B,P,S
Bobby Matthews, *Kingston-upon-Thames*	C,L,S
John Burke, *Bromley*	H,N,P
Alex Hellowell, *St Albans*	K,L,S
Andrew McQuillan, *Australia*	C,N,R
Tim Witney, *Essex*	L,N,O
Chris Eaves, *Newport Pagnell*	L,S,T
Tara Tietjen, *Woking*	F,H,I,J
David Conroy, *Accrington*	C,N,R,S
Matthew Li Kam Wa, *Lancashire*	C,F,L,S
Ruben Larsen, *Norway*	I,K,N,R
Bent Eigil Sumelius, *Norway*	A,B,C,H
Sheldon Marsh, *Somerset*	C,F,N,S
Dylan Foale, *Devon*	C,L,M,R
Kasper Bruun, *Denmark*	C,G,L,Q
Turo Halinen, *Finland*	C,D,R,S
Chris Scott, *London*	G,L,P,R
Matt Swales, *Australia*	L,P,R,S
Luke Wilson, *Stourport-on-Severn*	L,P,S,T
Anthony Coombes, *Bridgwater*	E,G,L,Q
Andrew Simmonds, *Waterlooville*	B,G,L,P
Alicia Thompson, *Sheffield*	A,B,C,L,O
Chris Bartlett, *Kent*	A,D,J,L,S
Daniel Nolan, *London*	K,L,P,R,S
Colin White, *Derbyshire*	G,L,N,R,S
David Ainscough, *Australia*	L,P,R,S,T
Chris Richards and Michael Petch, *Doncaster*	C,G,K,L,S
David Furness, *Edinburgh*	C,G,K,L,P
Simon Johanssen, *Sweden*	A,E,L,N,P,R
Richard Jenkins, *Scotland*	B,C,H,K,L,R
Mark Poulter, *Warrington*	C,H,J,L,N,S

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Win the fantastic PS2 plus two great games! It's a DVD player too! Be one of the first to get your hands on it!
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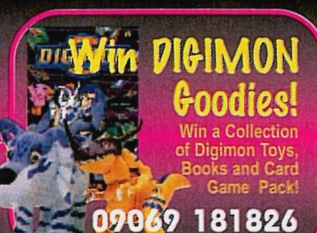
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Win this superb Casio JY-10 Portable Colour Television and catch your favourite programmes wherever you are.
09069 181820

Win £150 Games
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Instant Win!

Win Mobile Phone!
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Win a Collection of Digimon Toys, Books and Card Game Pack!
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Win a box of DIGIMON Cards!
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09069 181825

Win a box of Trading Cards!
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09069 182298

Win Pokémon Yellow Game!
with Gameboy
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Win Pokemon Snap!
09069 182296

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Take up to 80 photos and download them to your PC It's a web-cam too!
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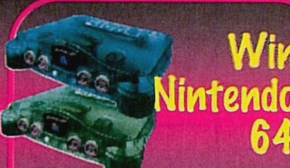
Win an e-mailer
Send and receive e-mails and faxes. Store 700 names, addresses and contact details in the address book. This gadget has a great LCD screen and a portable databank to download your data!
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Win DVD Player!

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Instant Win!

Win the NEW PSone!

It has portable power you've only dreamt of! And we've included the plug-in crystal clear LCD screen!
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Win Nintendo 64

09069 182281
Instant Win!

Win Internet Phone!
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09069 182292

Win a folding City Scooter!
Zip about on this stylish Scooter! Ideal for cruising and looking good!
09069 182285

Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 30th November 2000 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. If you would like rules or winners' names, see our web site www.infomedia-servicves.co.uk or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to

InfoMedia Services Limited 'Claims Dept'. PO Box 28 Northampton NN1 5DS. HELPLINE: 01 604 624 634

Club 64 DIRECTORY

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

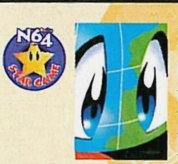
How it all works

NEW! Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

QUALITY FAMINE 64

99% 5 Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



Honesty is the best policy, they say. Who are they trying to kid? The aim here is to work out who's telling the truth about your stinking little outfit, then ensure you steer well clear of them for the rest of the game. After all, the truth hurts. Hurts your wallet, that is

TOP TIP *You're going to have to spend money to make money. Slap-up meals and free trips abroad will give integrity-free folk a reason to lie through their claret-stained teeth.*

NEW! *Information now includes whether a game uses a Rumble, Controller or Expansion Pak.*

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

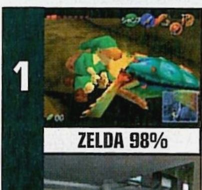
For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley
AM	Alan Maddrell

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.

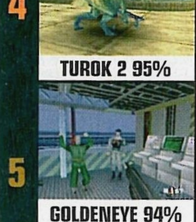


1 ZELDA 98%

2 PERFECT DARK 96%



3 MARIO 64 96%



4 TUROK 2 95%

5 GOLDENEYE 94%

UK Game releases

40 WINKS

71% 3 GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING

89% 4 Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

A BUG'S LIFE

31% 1 Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

AERO FIGHTERS ASSAULT

58% 1 Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE

10% 0 ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

ALL-STAR BASEBALL

84% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000

80% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS

68% 3 Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES

76% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES

67% 3 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64

53% 2 Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI

67% 2 Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

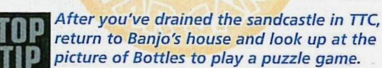
Not bad, just competent.

BANJO-KAZOOIE

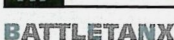
92% 5 Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA



Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.



TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*



BATTLETANX

74% 3 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BATTLETANX GLOBAL ASSAULT

81% 4 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 40 ● JB

Tremendous multiplayer shenanigans marred by a boring single-player game.

BATTLEZONE

73% 3 Crave ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Sprawling but slow, complex and uninvolving mix of *Command & Conquer* and *Quake*.

BEETLE ADVENTURE RACING

81% 4 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 27 ● MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS

76% 3 GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Looks excellent but shallow gameplay.

BLAST CORPS
88% 5 Nintendo/Rare ● £20 ● 1 player ● on cart ● controller pak ● Issue 5 ● JS




One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BLUES BROTHERS 2000
28% 1 Titus ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 46 ● AM

About as bad as the movie. Purchase at your peril.

BODY HARVEST
91% 5 Gremlin ● £20 ● 1 player ● rumble pak ● on cart ● Issue 22 ● TW




Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.


TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64
50% 1 Hudson/Nintendo ● £20 ● 1-4 players ● on cart ● Issue 8 ● ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO
66% 2 Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 21 ● TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE
70% 2 Ubi Soft ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2
80% 4 Acclaim ● £40 ● 1/2 players ● controller pak ● Issue 17 ● JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3
82% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● MK

Bust-a-Move as it's always been, except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64
8% 0 SCi ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 36 ● TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA
81% 4 Konami ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 27 ● JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS
75% 3 Konami ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 38 ● JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS
67% 3 Hudson ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 25 ● TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST
70% 2 Ocean ● £40 ● 1-4 players ● on cart ● Issue 10 ● JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2
55% 1 Sunsoft ● £40 ● 1 player ● controller pak ● rumble pak ● Issue 26 ● MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY
52% 3 Kemco ● £35 ● 1-4 Players ● rumble pak ● Issue 30 ● MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK
81% 3 GT ● £50 ● 1 player ● rumble pak ● on cart ● Issue 20 ● JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓
24% 0 Interplay ● £20 ● 1/2 players ● on cart ● Issue 9 ● JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER
75% 3 Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● expansion pak ● Issue 32 ● TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CRUIS'N USA
24% 0 Nintendo ● £20 ● 1 player ● rumble pak ● on cart ● Issue 13 ● TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD
38% 0 Nintendo/Midway ● £20 ● 1-4 players ● rumble pak ● on cart ● Issue 20 ● TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

CYBERTIGER WOODS GOLF
72% 3 EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 40 ● TW

Not-bad golf game, complete with wacky power-ups and rubbish control system.

DAIKATANA
67% 3 Kemco ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 41 ● JB

Very average *Quake*-clone with RPG titbits.

DARK RIFT
69% 1 Vic Tokai ● £20 ● 1/2 players ● on cart ● Issue 9 ● JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY
65% 3 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING
90% 4 Nintendo/Rare ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 10 ● JA



A massive adventure mode and three different vehicles. Not quite as good as *MK* though.


TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DISNEY'S TARZAN
35% 1 Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 40 ● MK

2D platformer completely bereft of imagination, invention or any sense of fun. Utterly odious.

DONKEY KONG 64
93% 5 Rare ● £60 (with exp pak) ● 1-4 players ● rumble pak ● expansion pak ● Issue 36 ● MG




It's *Banjo-Kazooie*+, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64
77% 2 GT ● £25 ● 1 player ● controller pak ● Issue 7 ● JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

DUAL HEROES
50% 0 Bitwave/Hudson ● £30 ● 1/2 players ● controller pak ● Issue 17 ● MK

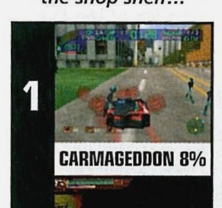
Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUCK DODGERS
75% 3 Infogrames ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 47 ● MG

Let down by a duff camera, but otherwise a surprisingly decent Warner Bros platformer.

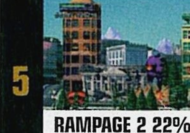
WRETCHED

The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...

1 
CARMAGEDDON 8%

2 
MK MYTHOLOGIES 9%

3 
AERO GAUGE 10%

4 
SUPERMAN 14%

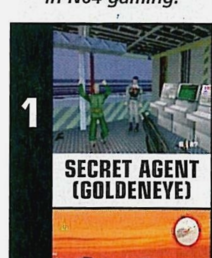
5
RAMPAGE 2 22%
GEX: DEEP COVER GECKO 22%



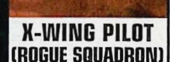
GO! GO!

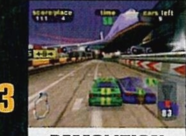
WINNER!

Lashings of love and a copy of Turok 3: Shadow of Oblivion to Martin Day from Gillingham. He's sent us a list of the five best jobs to be had in N64 gaming.



1 SECRET AGENT (GOLDENEYE)





2 X-WING PILOT (ROGUE SQUADRON)



3 DEMOLITION DRIVER (BLAST CORPS)



4 FOOTBALL MANAGER (PM64)

5 SAS MEMBER (RAINBOW SIX)

DUKE NUKEM 64

85% 4 GT ● £25 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW





A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM: ZERO HOUR

90% 4 GT ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG



A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and drink the nutritious water therein.*

EARTHWORM JIM 3D

68% 3 Virgin ● £40 ● 1 players controller pak ● rumble pak Issue 35 ● JB

It's Jim again, in 3D. Mediocre but enjoyably silly.

ECW HARDCORE REVOLUTION

80% 3 Acclaim ● £40 ● 1-4 players controller pak ● rumble pak ● expansion pak ● Issue 39 ● MG

Fun rasslin', rubbish licence, dull characters.

EXCITEBIKE 64

90% 5 Nintendo ● £45 ● 1-4 players controller pak ● rumble pak ● Issue 43 ● MG





Tip-top motocross action, with sublime handling that takes a leaf from *Wave Race*'s book.



TOP TIP *Hold L, Right-C, Bottom-C and A on the main menu, then enter BLAHBLAH on the cheat menu for big heads.*

EXTREME G

87% 2 Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW





Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll keep your race position.*

EXTREME G2 (XG2)

85% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB





XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 RACING CHAMPIONSHIP

72% 3 Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 47 ● MK

Decent, realistic racer, but doesn't quite match the splendour of *F1WGP*.

F1 POLE POSITION

71% 1 Ubi Soft ● £25 ● 1 player ● controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP

93% 5 Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA





Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.



TOP TIP *Select exhibition and change D. Williams' surname to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2

72% 3 Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● expansion pak ● Issue 32 ● JA

There's not enough new here.

FIFA 64

39% 0 EA ● £25 ● 1-4 players ● controller pak ● Issue 2 ● TW

Like a rash. Only not as enjoyable.

FIFA '98

83% 2 EA ● £30 ● 1-4 players ● controller pak ● Issue 10 ● TW

There's promise here. Not perfect, but better.

FIFA '99

83% 4 EA ● £40 ● 1-4 players ● controller pak ● rumble pak Issue 26 ● TW

The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY

86% 4 Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB





Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.



TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FIGHTING FORCE

26% 1 Crave ● £40 ● 1/2 players rumble pak ● controller pak ● Issue 37 ● MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON

73% 2 Interplay ● £40 ● 1/2 players controller pak ● rumble pak Issue 27 ● TW

Fairly enjoyable but instantly forgettable.



FORSAKEN

87% 4 Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK





A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X

91% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP





The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all cups on all levels to access a random track generator.*

GASP!!

47% 1 Konami ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS

81% 4 Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO

22% 0 Crave ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO

59% 1 GT ● £50 ● 1 player ● rumble pak ● controller pak ● Issue 21 ● JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER

83% 4 Hasbro ● £50 ● 1 player ● rumble pak ● on cart ● Issue 21 ● MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2

69% 3 Konami ● £40 ● 1/2 player ● rumble pak ● on cart ● Issue 29 ● JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

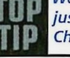
GOLDENEYE 007

94% 5 Nintendo/Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 9 ● TW





Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.



TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64

67% 1

Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HEXEN

69% 1

Midway ● £30 ● 1-4 players ● controller pak ● Issue 5 ● JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY

71% 3

Konami ● £50 ● 1 player ● controller pak ● Issue 23 ● MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS

61% 3

EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN

83% 4

Konami ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

HYDRO THUNDER

84% 4

Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 39 ● JB

Fantastic sub-*Wave Race* water racer.

IGGY'S RECKIN' BALLS

56% 1

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64

67% 3

Take 2 ● £40 ● 1 player ● rumble pak ● on cart ● Issue 34 ● JB

A comprehensive package of all things angling.

INTERNATIONAL TRACK & FIELD 2000

86% 4

Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 41 ● JB





Impressive update of the Olympic button-basher, with superb graphics and finger-knacking gameplay.



TOP TIP *To avoid hand injury, wrap a velcro wallet around your hand and rub the buttons with your palm.*

ISS 2000

90% 4

Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 46 ● MK





Not a huge update, but *ISS 2000*, complete with an all-new career mode, is still a fantastic game.

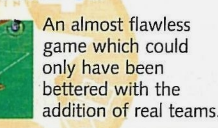
TOP TIP *Listen to your manager's advice to keep your RPG player on top form. Rest during training, too, else you'll soon get injured.*

ISS 64

92% 4

Konami ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 41 ● JB





An almost flawless game which could only have been bettered with the addition of real teams.



TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5

Konami ● £40 ● 1-4 players ● controller pak ● Issue 20 ● MK





Enhanced and updated and, now more than ever, the finest football game in the world.



TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JEREMY MCGRATH SUPERCROSS

53% 2

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● TW

"As uninteresting as Anne Robinson." 'Nuff said.

JET FORCE GEMINI

93% 5

Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 34 ● MK





Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.

TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT

62% 2

Nintendo/Rare ● £20 ● 1/2 players ● controller pak ● Issue 3 ● MH

Great in its time, but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KIRBY 64 THE CRYSTAL SHARDS

72% 3

Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 45 ● AM

Repetitive and disappointingly unimaginative platforming with the marshmallow blob.

KNOCKOUT KINGS 2000

82% 3

EA ● £30 ● 1/2 players ● controller pak ● rumble pak ● Issue 35 ● TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE

42% 2

Nintendo ● £30 ● 1-4 players ● on cart ● rumble pak ● Issue 24 ● JA

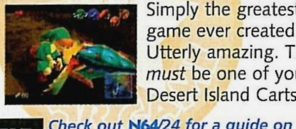
A light gun game when there isn't one. Dull.

LEGEND OF ZELDA

98% 5

Nintendo ● £50 ● 1 player ● rumble pak ● on cart ● Issue 24 ● JB





Simply the greatest game ever created. Utterly amazing. This *must* be one of your Desert Island Carts.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

LEGO RACERS

70% 3

Lego Media ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 36 ● MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D

70% 3

Infogrames ● £40 ● 1 player ● on cart ● rumble pak ● Issue 29 ● JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS

91% 5

Nintendo ● £30 ● 1-4 players ● rumble pak ● on cart ● Issue 8 ● JN



Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

MACE: THE DARK AGE

81% 3

GT ● £30 ● 1/2 players ● on cart ● Issue 9 ● JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64

92% 3

EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT





The first 64-bit outing for the *Madden* series is a great success but it looks a bit dated compared to *NFL '99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99

88% 5

EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK



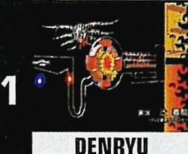


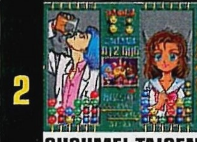
This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

SILLY!

Neil Forbes from Aberdeen has tickled our ribs good and proper with his list of Japanese games with really silly names.

1 
DENRYU IRA IRA BOU

2 
SUSUME! TAISEN PUZZLE DAMA

3 
KIRATTO KAIKETSU

4 
PUYO PUYO SUN 64

5 
BANGAIO

GO! GO!

FREE!

*Scott Colenutt from Hertfordshire is the type who enjoys a good freebie. Here's his favourite **N64** Mag free gifts.*

1

CART RACK

2
PERFECT DARK STICKER KIT

3

DK64 GAME BOX

4


N64 CHALLENGE BOOK

5

PERFECT DARK POSTER

MAGICAL TETRIS CHALLENGE
51% 2 Activision ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 34 ● JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF
90% 5 Nintendo ● £40 ● 1-4 players rumble pak ● on cart ● GB pak ● Issue 34 ● MK


Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64
91% 5 Nintendo ● £30 ● 1-4 players controller pak ● on cart ● Issue 4 ● JD


A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY
85% 4 Nintendo ● £40 ● 1-4 players rumble pak ● on cart ● Issue 27 ● JN


Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

MARIO PARTY 2
87% 4 Nintendo ● £45 ● 1-4 players rumble pak ● on cart ● Issue 42 ● MG



Not much fun on your own, but find three friends and your in for one hell of a party.

TOP TIP *Press L while on a board to hear your character cheer.*

MARIO TENNIS
91% 5 Nintendo ● £40 ● 1-4 players rumble pak ● on cart ● transfer pak ● Issue 47 ● MK



It's Mario. It's tennis. It's absolutely gobsmackingly ace. The multiplayer's a joy, too. Get it in!

TOP TIP *Win the Star Cup with all the characters, then hold R while selecting your player to access the Rainbow Cup.*

MICHAEL OWEN'S WLS 2000
84% 4 THQ ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.



MICRO MACHINES 64 TURBO
86% 4 Codemasters ● £40 ● 1-8 players ● rumble pak ● controller pak ● Issue 25 ● JB



Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES
38% 0 Interplay ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 26 ● TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS
90% 4 Nintendo/Treasure ● £40 ● 1 player ● on cart ● Issue 8 ● JB


It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE
75% 3 Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 19 ● TW

Horrendous AI, clunky engine and bad controls.

MK MYTHOLOGIES
9% 0 GT ● £Too much ● 1 player ● rumble pak ● controller pak ● Issue 11 ● JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX
87% 4 Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 27 ● JB



Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS
66% 2 Take 2 ● £40 ● 1/2 players ● rumble pak ● Issue 33 ● JB

Okay-ish conversion of knackered old PC game.

MORTAL KOMBAT 4
84% 4 GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY
34% 1 GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 1 ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

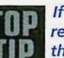
MULTI RACING CHAMPIONSHIP
71% 2 Ocean/Imagineer ● £30 ● 1/2 players ● controller pak ● Issue 8 ● JD

The conversion job has done it no favours.

MYSTICAL NINJA
90% 4 Konami ● £50 ● 1 player ● controller pak ● Issue 14 ● TW



With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.


TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again.*

NAGANO WINTER OLYMPICS
32% 1 Konami ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

NASCAR '99
59% 1 EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 23 ● MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE
90% 4 Nintendo ● £20 ● 1-4 players rumble pak ● controller pak on cart ● Issue 18 ● MK


Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME
52% 1 GT ● £25 ● 1-4 players ● on cart ● Issue 6 ● JS

Two-on-two basketball gets very boring.

NBA IN THE ZONE 2000
69% 3 Konami ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 44 ● AM

Competent, but not as good as *NBA Courtside 2*.

NBA JAM '99
83% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000
80% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 37 ● MK

Smooth passing and a top create-a-player.

NBA LIVE '99
64% 2 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

The poor man's basketball game.

NBA LIVE 2000
65% 3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 38 ● MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.



NBA PRO '98
71% **2** Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JP

An enjoyable multiplayer and lots of options.

NBA PRO '99
52% **2** Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

Painfully average.

NFL BLITZ
87% **4** GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● MK




Arcade-style American football. Fast play with plenty of scraps and a customisable editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98
86% **3** Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT




It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*

NFL QBC '99
90% **5** Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK




Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000
60% **2** Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MK

Duff update. Stick with last year's version.

NHL '99
74% **4** EA ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY
62% **2** Acclaim ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 14 ● DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99
64% **2** Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

Mildly diverting hockey sim: can't touch *Gretzky*.

NHL PRO '99
52% **2** Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

An above-average slice of ice-based hockey.

NUCLEAR STRIKE
82% **4** THQ ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 39 ● MK

Top notch update of classic 'copter game, with lashings of great missions.

OLYMPIC HOCKEY
60% **1** GT ● £25 ● 1-4 players ● controller pak ● Issue 15 ● MK

Cheap, cynical cash-in on a sporting non-event.

OPERATION WINBACK
83% **4** Virgin ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 41 ● MK

Looks a bit ropey but full of stealth. Plays like a combination of *GoldenEye* and *Metal Gear Solid*.

PAPERBOY
62% **2** Midway ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS
58% **2** THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 25 ● MK

Slow and boring, even when it speeds up. Dump.

PERFECT DARK
96% **5** Rare ● £50 ● 1-4 players ● rumble pak ● controller pak ● on cart ● expansion pak ● transfer pak ● Issue 42 ● MK






Absolutely stunning. If you had to choose just one game for your N64, this would be it. Unmissable.

TOP TIP *For small characters complete Area 51: Infiltration*

PGA EUROPEAN TOUR GOLF
80% **4** Infogrames ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 38 ● MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64
89% **5** Nintendo ● £20 ● 1 player ● on cart ● Issue 1 ● TW





A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

POKÉMON SNAP
80% **4** Nintendo ● £45 ● 1 player ● on cart ● Issue 45 ● MK

Gorgeous photo-snapping safari on Pokémon Island – but only 63 monsters?

POKÉMON STADIUM
90% **5** Nintendo ● £50 ● 1-4 players ● rumble pak ● on cart ● includes transfer pak ● Issue 41 ● MG



Download your GB Pokémon to your N64, and battle them in glorious 3D. Tremendous fun.



TOP TIP *To battle with Mewtwo, beat the Gym Leader Castle and get trophies in all 10 tournaments in Stadium Mode. Beat Mewtwo and you unlock a new game mode.*

PREMIER MANAGER 64
82% **4** Gremlin ● £40 ● 1 player ● on cart ● Issue 31 ● TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64
79% **3** GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 15 ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II
90% **4** Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● MG




The one-player game is a little outdated but the multiplayer game is absolutely stunning.

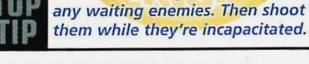


TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*

RAINBOW SIX
87% **4** Take 2 ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 35 ● TW




Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!



TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS
80% **4** Konami ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 22 ● MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR
54% **1** GT ● £45 ● 1-3 players ● controller pak ● Issue 16 ● MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR
22% **0** Midway ● £40 ● 1-3 players ● rumble pak ● controller pak ● Issue 29 ● MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

HANDS!
Here's another Hertfordshire nut, namely Alex Carey. Looks like he has a thing for hands and gloves, as here's his list of his favourite gaming grabbers.



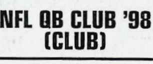
1. GLOVER (GLOVER 64)
2. GOLDEN GAUNTLET (ZELDA)
3. FLOORMASTER (ZELDA)
4. BONGO BONGO (ZELDA)
5. BIGHAND TRACK (F-ZERO X)

GO! GO!

CHOC!

A particularly sweet offering comes from David Morris from Wallasey. He's sent us the five chocolate bars that remind him of his fave games...

1 
VIGILANTE AFTER 8 (AFTER EIGHT)

2 

NFL QB CLUB '98 (CLUB)

3 
AERO FIGHTERS ASSAULT (AERO)

4 
NHL BREAKAWAY (BREAKAWAY)

5 
TAZ EXPRESS (TAZ BAR)

RAT ATTACK

70% 3 — Mindscape ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2

73% 3 — Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE

81% 3 — Midway ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 37 ● MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2

90% 4 — Virgin ● £40 ● 1 player ● rumble pak ● expansion pak ● Issue 36 ● MG



Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT

73% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● MG

Better-than-average racing game.

RIDGE RACER 64

91% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 40 ● MG



Stunning greatest hits package of the PlayStation games, topped with some exclusive N64 extras.

TOP TIP *Keep the rev counter between 6,000 and 7,000 for a speed start.*

ROAD RASH 64

68% 3 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Solid, entertaining but unspectacular.

ROADSTERS

80% 4 — Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Not perfect, but quick. Great.

ROBOTRON 64

75% 2 — GT ● £50 ● 1/2 players ● controller pak ● Issue 12 ● JN

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS

88% 4 — Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● JB




The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

ROGUE SQUADRON

85% 4 — Lucas Arts ● £50 ● 1 player ● on cart ● rumble pak ● expansion pak ● Issue 25 ● TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives – an infinite supply!*

RUGRATS TREASURE HUNT

48% 1 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA

73% 4 — GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

You'll either love it or hate it.

SAN FRANCISCO RUSH

82% 3 — GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 11 ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

SCARS

79% 3 — Ubi Soft ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SHADOWGATE 64

43% 2 — Kemco ● £40 ● 1 player ● rumble pak controller pak ● Issue 31 ● JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN

93% 5 — Acclaim ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● JB




Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE

78% 3 — Nintendo/LucasArts ● £40 ● 1 player ● on cart ● Issue 1 ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

SILICON VALLEY

91% 5 — Take 2 ● £50 ● 1 player ● on cart ● Issue 22 ● MK




The most original console game ever. A breathtakingly clever and supremely playable platformer.



TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SNOWBOARD KIDS

86% 4 — Nintendo/Atlus ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JA



Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

SOUTH PARK

73% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 25 ● JA

Monotonous and basic first-person shooter.

SOUTH PARK: CHEF'S LUV SHACK

83% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Genuinely amusing *Mario Party* rip-off..

SOUTH PARK RALLY

88% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 38 ● MG



Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP *Search Gayworld to dig out handy Mr Hanky Poo power-ups.*

STARSHOT SPACE CIRCUS FEVER

68% 2 — Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 22 ● JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: RACER

88% 5 — Nintendo ● £50 ● 1/2 players rumble pak ● on cart ● expansion pak ● Issue 30 ● MK



Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting Start Game to see your racer trading insults.*

SUPERCROSS 2000

76% 3 — EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 39 ● JB

More-than-passable bike sim.

SUPERMAN

14% 0 — Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 31 ● TW

DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64

96% 5 Nintendo • £50 • 1 player • on cart • Issue 1 • ZN




Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.



TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS

90% 5 Nintendo • £40 • 1-4 players • rumble pak • Issue 36 • MG




Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

TAZ EXPRESS

27% 1 Infogrames • £40 • 1 player • on cart • Issue 43 • AM

Utterly hateful. Only slightly more involving than a Kevin Bacon convention, and just as ugly.

TETRISPHERE

69% 3 Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

Confusing, complicated and frustrating.

THE NEW TETRIS

88% 5 Nintendo • £40 • 1-4 players • rumble pak • Issue 33 • MK




At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.

TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

TONIC TROUBLE



55% 2 Ubi Soft • £40 • 1 player • controller pak • rumble pak • Issue 33 • MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TONY HAWK'S SKATEBOARDING

86% 4 Activision • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 41 • MK



Very playable skateboard sim with the emphasis on tremendous stuntwork.

TOP TIP *For a 10x trick multiplier, hold L at the pause menu and hit: Down, Right, Up, Right, Up, Left, Left-C.*

TOP GEAR OVERDRIVE

79% 3 Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY

86% 4 Nintendo/Boss • £40 • 1/2 players • controller pak • Issue 8 • JD



Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.



TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

TOP GEAR RALLY 2

90% 5 Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • JB




Brilliant rally game with arcade handling. There's even a random track generator.



TOP TIP *Stick with your chosen team for as long as possible to get the best possible upgrades.*

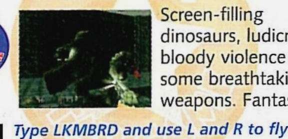
TOY STORY 2

71% 3 Activision • £40 • 1 player • rumble pak • controller pak • Issue 39 • TW

Surprisingly good 3D platformer, with fun levels and sturdy puzzles.

TUROK DINOSAUR HUNTER

91% 4 Acclaim • £30 • 1 player • controller pak • Issue 1 • TW

Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!



TOP TIP *Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2: SEEDS OF EVIL

95% 5 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW



A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK 3: SHADOW OF OBLIVION

82% 3 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MG

Brilliant in places but plain tedious in others. No match for the sublime *Perfect Dark*.

TUROK: RAGE WARS

87% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 35 • MG



The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE

60% 2 Nintendo • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

An amateur snowboarding outing. Just competent.

VIGILANTE 8

74% 3 Activision • £40 • 1-4 players • controller pak • expansion pak • Issue 28 • JB

Average *Twisted Metal* clone.

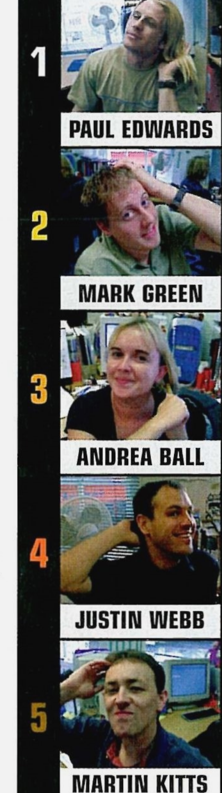
VIGILANTE 8 SECOND OFFENCE

69% 3 Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • JB

Polished-looking but ultimately tedious update of last year's original.

HAIR!

Mark Rhodes from Penrith clearly has too much time on his hands. So much so, he's carefully noted his five favourite Team **64** *haircuts. Martin had little to say about appearing in fifth place, but he did write down Mark's address...*



GO! GO!

Club 64 DIRECTORY readers' top five

cut out and send

WIN!

An N64 game of your choice!

The reader with the best and most original chart wins an N64 game of their choice.

Send your completed form to:
N64 Directory Charts, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

REMEMBER! Your top five can be anything: your top five favourite games, your top five favourite death scenes, your top five favourite winter games, your top five favourite racing games, *anything* at all. Be creative!

My Top Five.......................................
....are:

1. ....
2. ....
3. ....
4. ....
5. ....

Name ....

Address ....

....

....

....

Postcode ....

Game wanted ....

DAD!

Gary Taylor from Ipswich knows the importance of family, bless 'im. If his Dad or little brother fancy a go on one of his games, Gary is most likely to let them have a stab at one of the following.



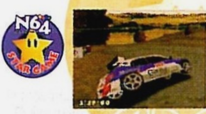
VIRTUAL POOL 64

77% 4 Interplay ● £40 ● 1/2 players ● controller pak ● Issue 26 ● MG

Surprisingly playable pool sim.

V-RALLY 99

90% 5 Infogrames ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● JA



Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% 1 Nintendo ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 21 ● TW

It's golf, but golf that looks like it's been through a meat processor.

WAR GODS

46% 0 GT ● £25 ● 1/2 players ● No backup ● Issue 7 ● JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64

90% 5 Nintendo ● £30 ● 1/2 players ● on cart ● Issue 2 ● ZN




Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.


TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% 3 GT ● £25 ● 1-4 players ● controller pak ● Issue 6 ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% 3 GT ● £25 ● 1-4 players ● controller pak ● Issue 16 ● MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

78% 3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MG

EA's first WCW game is lightning quick, but disappointingly lacking in moves.

WCW/NWO REVENGE

75% 3 THQ ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% 2 THQ ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

WETRIX

74% 3 Ocean ● £30 ● 1/2 players ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64

88% 5 Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW




The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.

TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

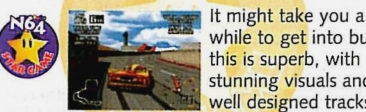
WORLD CUP '98

73% 2 EA ● £40 ● 1/4 players ● controller pak ● Issue 16 ● JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER

91% 5 Midway/Boss ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 32 ● JB

It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *Change car colour: press Z at the car select screen. See* *N64/34 for more.*

WORMS ARMAGEDDON

85% 4 Infogrames ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MK




A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

TOP TIP *Complete training and one-player missions for new multiplayer options.*

WWF ATTITUDE

88% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● MG




The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.

TOP TIP *For extra costumes in create-a-player, win a WWF title as Mankind in challenge or career mode under normal or hard difficulty.*

WWF WARZONE



85% 4 Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK





A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.



TOP TIP *On the character biography screens, push down on the analogue to select the wrestlers' alternative uniforms.*

WWF WRESTLEMANIA 2000

90% 5 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● OH




The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

XENA WARRIOR PRINCESS

81% 4 Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG

Fast-paced, four-player beat-'em-up.

YOSHI'S STORY

86% 5 Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW




Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.


TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe out of reach, go down the next one and look for the '?'.*

Import releases
(not yet released in UK)

Game	Details	Score	Stars
64 O-SUMO	Bottom Up ● 1/2 players ● Issue 11 ● ME	90%	4
AIR BOARDER 64	Human ● 1/2 players ● Issue 16 ● TW	62%	2
ALL STAR BASEBALL 2001	Acclaim ● 1-4 players ● Issue 44 ● AM	81%	4
ARMY MEN: AIR COMBAT	3DO ● 1-4 players ● Issue 46 ● AM	83%	3
AUGUSTA MASTERS '98	T&E Soft ● 1-4 players ● Issue 14 ● JP	40%	1
BANGAIO	Treasure ● 1 player ● Issue 36 ● MK	84%	4
BOMBERMAN SECOND ATTACK	Hudson ● 1-4 players ● Issue 45 ● AM	52%	3
BOMBERMAN B-DAMAN	Hudson ● 1 player ● Issue 20 ● JP	23%	0
BOTTOM OF THE NINTH	Konami ● 1/2 players ● Issue 30 ● TW	44%	2
CHORO Q 64	Takara ● 1-4 players ● Issue 20 ● MK	56%	1
CUSTOM ROBO	Marigul ● 1/2 players ● Issue 41 ● JB	83%	4
DENRYU IRA IRA BOU	Hudson ● 1/2 players ● Issue 12 ● JN	65%	2
DEZAEMON 3D	Athena ● 1-4 players ● Issue 19 ● MK	82%	4
DORAEMON	Epoch ● 1 player ● Issue 2 ● TW	60%	1
DORAEMON 2	Epoch ● 1 player ● Issue 26 ● JB	52%	2
DORAEMON 3	Epoch ● 1-4 players ● Issue 46 ● AM	54%	2
FIGHTER DESTINY 2	Southpeak ● 1/2 players ● Issue 45 ● AM	85%	4
FAMISTA 64	Namco ● 1-4 players ● Issue 11 ● TW	68%	1

Game	Details	Score	Stars
FOX COLLEGE HOOPS	Fox Int. ● 1/2 players ● Issue 26 ● TW	25%	0
GET A LOVE PANDA LOVE UNIT	Hudson ● 1 player ● Issue 26 ● TW	??%	2
GLORY OF ST ANDREWS	Seta ● 1-4 players ● Issue 1 ● TW	58%	0
GOLDEN NUGGET	EA ● 1-4 players ● Issue 26 ● TW	52%	2
HARVEST MOON 64	Natsume ● 1 player ● Issue 39 ● MK	90%	5
JANGOU SIM MAH JONG 64	Video System ● 1 player ● Issue 7 ● JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer ● 1-4 players ● Issue 8 ● TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson ● 1/2 players ● Issue 10 ● TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami ● 1-4 players ● Issue 1 ● TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami ● 1-4 players ● Issue 32 ● TW	90%	5
JEOPARDY!	Take 2 ● 1-3 players ● Issue 16 ● MK	9%	0
JIKKYOU WORLD CUP '98	Konami ● 1-4 players ● Issue 18 ● TW	91%	4
KING OF PRO BASEBALL	Imagineer ● 1-4 players ● Issue 1 ● TW	68%	1
KIRATTO KAIKETSU	Imagineer ● 1-4 players ● Issue 25 ● TW	60%	2
LAST LEGION UX	Hudson ● 1/2 players ● Issue 32 ● MK	60%	3
LEGEND OF THE RIVER KING	Natsume ● 1 player ● Issue 26 ● JB	56%	3
LET'S SMASH	Hudson ● 1-4 players ● Issue 23 ● TW	67%	3
MAH JONG 64	Koei ● 1-4 players ● Issue 3 ● JD	65%	1
MAH JONG MASTER	Konami ● 1-4 players ● Issue 1 ● WO	69%	2
MAJOR LEAGUE BASEBALL	Nintendo ● 1-4 players ● Issue 18 ● MK	74%	4
MAJORA'S MASK	Nintendo ● 1 player ● Issue 43 ● MG	95%	5
MARIO STORY	Nintendo ● 1 player ● Issue 47 ● AM	85%	4
NAMCO MUSEUM	Namco ● 1/2 players ● Issue 44 ● MG	70%	3
NBA COURTSIDE 2	Nintendo ● 1-4 players ● Issue 44 ● MK	87%	4
NEON GENESIS EVANGELION	Bandai ● 1 player ● Issue 35 ● JB	61%	3
NIGHTMARE CREATURES	Activision ● 1 player ● Issue 25 ● MK	57%	1
OGRE BATTLE 3	Quest ● 1 player ● Issue 34 ● MG	61%	3
PACHINKO WORLD 64	Hewia ● 1 player ● Issue 13 ● TW	12%	1
PIKACHU GENKI DECHU	Nintendo ● 1 player ● Issue 25 ● ME	75%	3
POKÉMON STADIUM 2	Nintendo ● 1 player ● Issue 25 ● ME	75%	3
POWER LEAGUE 64	Hudson ● 1/2 players ● Issue 7 ● JA	42%	0
POWER PRO BASEBALL 4	Konami ● 1/2 players ● Issue 3 ● TW	54%	2
POWER PRO BASEBALL 5	Konami ● 1/2 players ● Issue 17 ● MK	78%	3
PUYO PUYO SUN 64	Compile ● 1/2 players ● Issue 10 ● ZN	80%	3
RALLY CHALLENGE 2000	Southpeak ● 1/2 players ● Issue 45 ● MG	61%	3
SIM CITY 2000	Imagineer ● 1 player ● Issue 13 ● JP	83%	3
SNOWBOARD KIDS 2	Atlus ● 1-4 players ● Issue 28 ● JA	80%	4
SNOW SPEEDER	Imagineer ● 1/2 players ● Issue 26 ● JA	71%	3
SPACE INVADERS	Activision ● 1 player ● Issue 44 ● MG	73%	3
STARCRAFT 64	Nintendo ● 1/2 players ● Issue 45 ● MG	78%	3
STAR SOLDIER	Hudson ● 1 player ● Issue 19 ● MK	62%	1
SUPER BOWLING	Athena ● 1-4 players ● Issue 30 ● MG	72%	4
SUPER ROBOT SPIRITS	Banpresto ● 1/2 players ● Issue 20 ● MK	58%	2
SUSUME! TAISEN PUZZLE DAMA	Konami ● 1-4 players ● Issue 15 ● TW	78%	4
TAMAGOTCHI WORLD 64	Bandai ● 1-4 players ● Issue 12 ● JN	79%	4
TETRIS 64	Seta ● 1-4 players ● Issue 26 ● JA	42%	1
TOKON ROAD	Hudson ● 1-4 players ● Issue 12 ● DM	49%	1
TOP GEAR HYPERBIKE	Kemco ● 1/2 players ● Issue 44 ● MK	64%	3
TRIPLE PLAY 2000	EA ● 1-4 players ● Issue 29 ● MG	50%	2
TRUMP WORLD	Bottom Up ● 1-4 players ● Issue 21 ● MG	21%	1
VIRTUAL CHESS	Titus ● 1/2 players ● Issue 18 ● TW	76%	3
WCW NITRO	THQ ● 1-4 players ● Issue 27 ● JP	42%	1
WHEEL OF FORTUNE	Gametek ● 1-3 players ● Issue 11 ● TW	17%	0
WONDER PROJECT J2	Enix ● 1 player ● Issue 1 ● WO	55%	2



N64 BACK ISSUES

ISSUES 1-41 SOLD OUT!



ISSUE 42
The Perfect Dark Edition

After months of waiting, it's finally here – and our massive 16-page review reveals everything you need to know. Plus there's an in-depth look at *Turok 3: Shadow of Oblivion* and the latest *The World is Not Enough* shots. Guides this issue for rad 'boarder *Tony Hawk's* and stealth-'em-up *WinBack*!

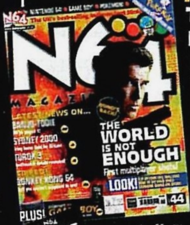
● *Pokémon Stadium* expert battle game guide! Unmissable!



ISSUE 43
The Majora's Mask Edition

The sequel to the Best Game Ever™ arrives in Japan and we discover whether it lives up to the reputation of its predecessor. Plus all the latest news from the E3 games show in LA, a pile of tips for *Pokémon Stadium* and first shots of Rare's epic, *Dinosaur Planet*!

● Dress your N64 in style with our exclusive *Perfect Dark* console sticker!



ISSUE 44
The World is Not Enough Edition

We open up our top-secret dossier on the N64's latest Bond blaster – including the first multiplayer shots. Plus there's pics of *Mario Tennis*, secret *Donkey Kong 64* stuff, *Tarzan* tips, and the latest *Banjo-Tooie* shots!

● Consider yourself a Perfect Agent? Prove your skills with our action-packed *Perfect Dark* Challenge Book!



ISSUE 45
The Pokémon Snap Edition

Six monster-packed pages on the N64's latest Pokéfest, *WWF No Mercy* gets the Special Investigation treatment, *Paper Mario* is Future Looked, we review *Perfect Dark* on Game Boy and stacks more besides!

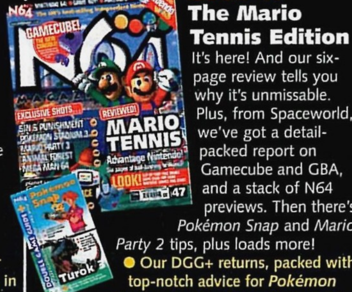
● Get our Game Boy Companion! With Top Ten, reviews directory, a hardware guide and more!



ISSUE 46
The Turok 3 Edition

Our verdict on the Fireseed twins' final N64 outing, plus reviews of *ISS 2000* and *Blues Brothers 2000*. We have a close look at *Mario Tennis*, *Perfect Dark's* combat challenges are tamed and there's the first half of our ace *Pokémon Snap* maps!

● Perfection is now at hand with our complete guide to the solo missions in *PD*. And it's free!



ISSUE 47
The Mario Tennis Edition

It's here! And our six-page review tells you why it's unmissable. Plus, from Spaceworld, we've got a detail-packed report on Gamecube and GBA, and a stack of N64 previews. Then there's *Pokémon Snap* and *Mario Party 2* tips, plus loads more!

● Our DGG+ returns, packed with top-notch advice for *Pokémon Snap* and a *Turok 3* walkthrough!

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PERFECT DARK N64 STICKER KIT

N64 PERFECT DARK

ON THE RECORD

Mario and music – the perfect marriage?

By Mark Green

Right from the very start, Nintendo have had a real understanding of game music. Beginning with the dinky little 'How High Can You Go?' tune in *Donkey Kong* (composed by Shigsy himself) and continuing through to the menacing synth melody behind the ominous clock chimes of *Zelda: Majora's Mask*, The Big N's games have taken full advantage of the power of song.

And, by and large, music has tended to understand Nintendo, too. When the world of pop, rock and classical collides with a land of plumbers, flying turtles and tumbling bricks, the results – surprisingly – can be listenable. So much so, in fact, that characters like Mario and Donkey Kong have repeatedly found themselves standing atop the pop charts, dancing around on Top of the Pops, and shaking hands with Richard & Judy.

Want to meet the folk who've rapped up and shaken down some of Nintendo's greatest tunes? No sooner said than done...

Game soundtracks, Nintendo

With Japan stuffed with millions more hardcore videogame fanatics than the US or Europe, the market for N64 soundtracks is thriving. *Zelda: Majora's Mask* is the most recent release – a double CD crammed with 112 tracks from the brilliant game – but full recordings from *Ocarina of Time*, *Lylat Wars* ('Sound of Lylat'), *Yoshi's Story* and even *Super Mario 64* are readily available.



Do The Mario, TV Theme



Oh Lordy. The intro lyrics to the 1980s live-action Super Mario Bros Super Show were bad enough (see right), but they were nothing compared to the impromptu dance carried out by the show's star, Lou Albano, over the closing credits. Encouraging everyone to 'swing your arms from side to side' and 'first one step, and then again', Mr Albano proceeded to 'dance' himself stupid, transporting in and out of a cartoon desert background with scant regard for perspective. The slight stumble as Lou lost his balance at the end is by far the funniest thing we've ever seen.



△ *"Come on, everybody, do the Mario!" Lou's blatantly making this dance up as he goes along – and it shows.*

Aw, and he was doing so well. Watching Lou stumble in the final moments has us giggling like loons every time. ▷

Hey Kids...

It's the lyrics to the Super Show theme.

We're the Mario Brothers and plumbing's our game

We're not like the others who get all the fame

If your sink is in trouble, you can call us on the double

We're faster than the others, you'll be hooked on the Brothers!

Ugh! H-hooked on the Brothers! Yugga, yugga! Yugga, yugga!

Yo! You're in for a treat so hang on to your seat

Get ready for adventure and remarkable feats

You'll meet Koopas, the Troopas, the Princess and the others

Hangin' with the plumbers, you'll be hooked on the brothers!

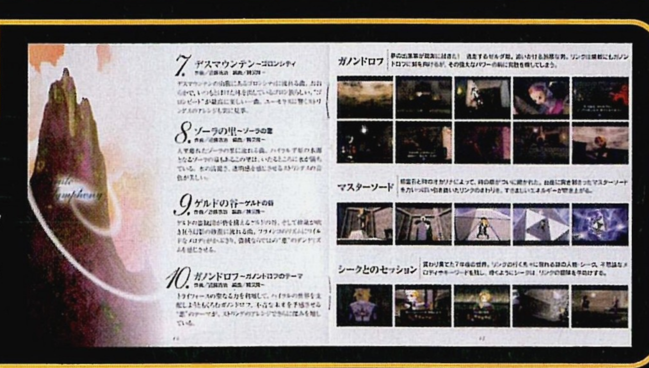
To the bridge! Ugh! Ugh! I say h-h-hooked on the brothers!



Hyrule Symphony, Nintendo

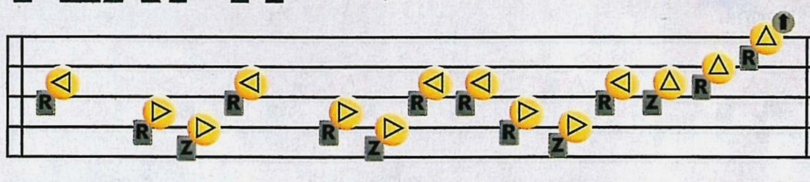


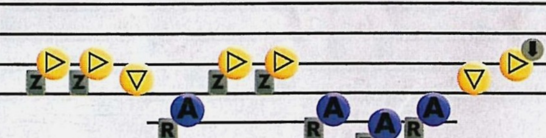
String orchestras are relatively uncommon in Japan, but that didn't stop Ryuichi Katsumata creating a violin arrangement of *Ocarina of Time*'s most well-known tunes. By and large, it's top-notch stuff. Gerudo's Valley suffers without guitar, but Hyrule Field and Epona's Song – complete with a *real lady*'s perfect impersonation of Malon's lilting melody – are magnificently epic with a full ensemble of real-life strings behind them. There's even a message from Shigsy in the sleeve notes.



PLAY IT

Fire up *Zelda 64* and recreate SuperMarioLand on your Ocarina.







Do The Donkey Kong, Buckner-Garcia

In America, a duo named Buckner and Garcia shot to the top of the charts in the early '80s with Pacman Fever, a bouncy pop tune with sounds of the chomping yellow gob in the background. Do The Donkey Kong was the second single from the follow-up album, a jaunty synth-based disco tune with a man describing a near-impossible dance over the top ("climb up the ladder quickly and then spin yourself around/pound on your chest and take an elevator ride"). It sold well, but wasn't nearly as successful as the *Pacman* tune.





Track Highlights

0'01" Da, da-da, da, daaaa! DK climbs the girders.

0'53" "Come on, come on! Do the Donkey Kong!" sings the man.

2'07" Pure '80s bass guitar and Casio synth break.

2'57" Insanity. "COME on and you can DO the Donkey KO-onng!!"

Buckner-Garcia speak!

A chat with the authors of Do The Donkey Kong.

Q. How was the song composed?

We simply visited an arcade, watched people playing and wrote down what we saw. Then we'd go home and write the song. We'd have to record the sound effects with a portable tape recorder – if you listen very closely to Pacman Fever, you can hear somebody in the café ordering a sandwich.

Q. Getting the rights to the songs must have been a struggle.

We had an attorney who handled that. It took 39 separate contracts. That was a real nightmare.

Q. What did success feel like?

Everything went crazy. Stores devoted entire displays to the album. People would pit us against the best *Pacman* players in the country. They would always beat us.

Q. What happened next?

A ballad called ET I Love You, a song featuring The A-Team's Mr T, and now there's talk of a Buckner-Garcia movie. We're also thinking about re-issuing a wild record we did together in the '80s – the first rap song, we believe.

Ambassadors of Funk

A chat with the authors of SuperMarioLand.

Q. Getting the okay from Nintendo. Tricky?

Nintendo UK didn't really exist at the time, and we couldn't get a whole lot of sense out of Nintendo of America. So – naively – we just hopped on a plane, flew to Japan, and made an appointment to see Shigsy. Luckily, he loved it!

Q. What kickstarted the single's success?

Radio 1, basically. Mark Goodier put it on his playlist, and it snowballed from there. I even got to go on Richard & Judy with M.C. Mario.

Q. Any Top of the Pops appearances?

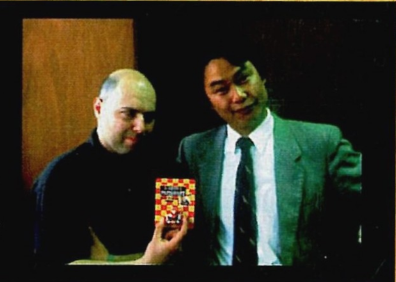
No, they used the video – just some students dancing around Chessington World of Adventures with a guy in a Mario costume. I was on holiday and arrived home to see this awful thing all over TV.

Q. What happened next?

A *Street Fighter 2* single that got nowhere. Watch this space, though – there'll be a follow-up from Ambassadors of Funk soon...

SuperMarioLand, Ambassadors of Funk

By far the best Western reworking of a Nintendo theme, SuperMarioLand took the main tune from Mario's first Game Boy outing and pasted a catchy dance beat over the top. The rap from 'M.C. Mario' – actually professional rapper Einstein – was painful at times ("Even my Ma she thinks I'm crazy/But I've got to rescue Daisy!"), but by leaving Koji Kondo's toe-tapping ditty largely untouched for the chorus, SuperMarioLand was guaranteed to chart. It reached number eight in October 1992.





Track Highlights

0'16" "Welcome and enter the centre..." The rap begins.

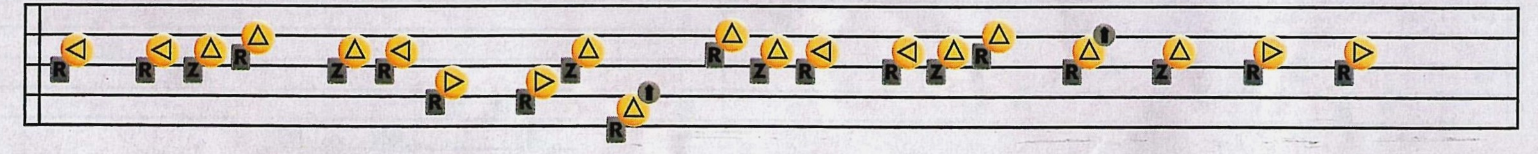
0'32" The beepy *Super Mario Land* theme kicks in.

1'17" Bowser says something like "You know how foolish!"

1'28" M.C. Mario chats about meeting the Wizard of Oz.

PLAY IT

Use *Zelda 64* to play Tetris on your Ocarina.



Bring Me Down, Shyne Factory

Up-and-coming Canadian band Shyne Factory's latest single – Bring Me Down – is a catchy Foo Fighters-style grunge metal tune. But even better than the song is the video, which sees the cheeky band members flawlessly re-enacting a *GoldenEye* deathmatch. The two-tone walls of the Bunker are perfectly rendered, characters like Xenia, Baron Samedi and Oddjob scamper around the split-screen with arms stretched and gun in hand, and the actors even slide around on their knees to replicate *GoldenEye*'s hilarious crouching mode. Fantastic stuff.



Track Highlights

0'02" Bond, Oddjob, Xenia and Samedi start their game.

0'18" The Xenia actress spins flawlessly mid-corridor.

0'30" Hilarious 'Slappers Only' Bond v Oddjob battle.

2'19" Shyne Factory investigate the GoldenEye room.

Play *GoldenEye* the Shyne Factory way

The deathmatch set-up from the video.





Shyne Factory speak!

We catch a moment with singer/guitarist Mike Fredrick Johnson

Q. When did you discover* GoldenEye*?

Pretty much when it first came out. We were blown away by the fact that we could shoot each other up! We ended up with around ten guys crowded around the console, blasting away. Grenade Launchers in the Temple is our favourite set-up.

Q. How was the video shot?

The director chose a bunch of actors who he thought best matched the characters from the game, then he flew us all to Toronto and let us have fun. The actors weren't actually that familiar with *GoldenEye*, so we fired up an N64 and showed them. They soon got the hang of it!

Q. What's the reaction been to the video?

Incredible. One particular website that mentioned our name had 4,000 downloads in just two days. But what's great is that people have complimented us on the music as well as the video.

Q. Can we expect more videogame pastiches?

Yes, I think so. We've been enjoying *Perfect Dark* a lot lately. Obviously, *PD*'s deathmatch looks a lot less primitive than *GoldenEye*'s, so it'll be trickier to parody. We'll have to try harder this time.

Q. Finally, are those deathmatch radars in the video accurate?

Um, I'm not too sure about that. Knowing the director, I'd say: probably, yes.

Tetris, Dr Spin



Rubbish. Produced by the same talented team that put together Timmy Mallett's god-awful summer smash, Itsy Bitsy Teeny Weeny..., Tetris shoved a dance beat over the top of the Game Boy theme, and starred someone with a laughably unconvincing Soviet accent yelling 'I know you are going to dig this', and 'Oh, ya!'. Inexplicably, it trumped SuperMarioLand in the charts in October '92, reaching number six.

WIN SHYNE FACTORY STUFF!

T-Shirts, CDs – and a giant plastic gun as seen in the video!

Shyne Factory might be big in the world of rock, but they're thoroughly nice people, too. Which is why they've agreed to give one lucky reader a Shyne Factory T-shirt, a copy of their debut album, and – get this! – an oversized toy gun as used in the *GoldenEye*-themed video. Cripes! For your chance to win, answer this laughably easy question:

Where was the video for Bring Me Down filmed?

a) Mike's bathroom
b) Toronto
c) Chessington World of Adventures

I'm after those Shyne Factory goodies! The answer to your question is...

My name is...

I live at ....

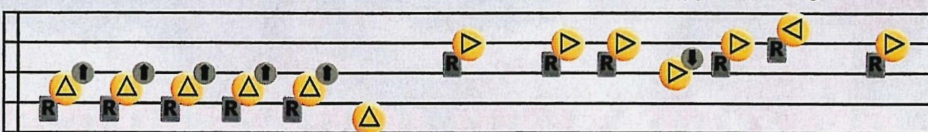
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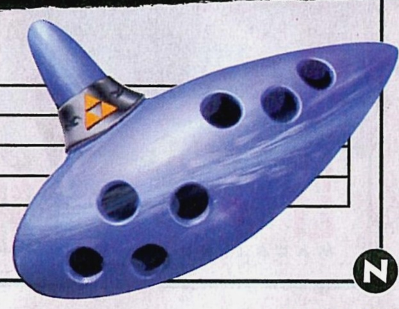
And my postcode is...

*Send your entry to: Shyney Happy People, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW. Closing date is Friday 24th November.*

PLAY IT

Grab *Zelda 64* and play a brief snippet of Bring Me Down.





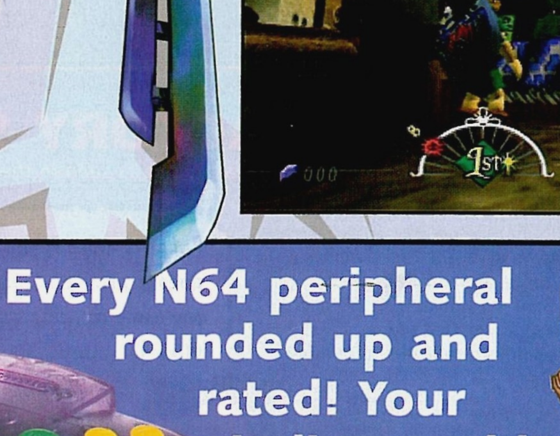


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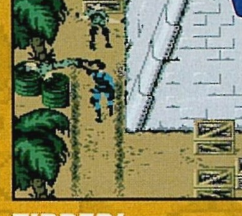
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REVIEWED!
CANNON FODDER
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PERFECT DARK
JUNGLE BOOK

ZELDA'S LIFE STARS

ARIES
20 March – 19 April



"Good moaning. Je suis le mouton exploding de Worms *Armageddon*. And what 'ave I foreseen? Well my British chums, keep your little English eyes carefully train-ed on ze heavens. Ah predict zat a rain of woolly incendiary death will soon fall around your stupid Eeenglish ears! Amusant, non? Allez, salut maintenant!"

LEO
23 July – 22 Aug



"Meeoowth! What's that? I'm not a lion? Shut it, buster. Your social life is about to take a fascinating twist. You'll fall in with a couple of real dodgies, a man and a woman to be precise. Eh? Not good enough? In the Japanese version, I'm a actually philosopher, you know, rather than a cynical New York cabbie. Ha!"

TAURUS
20 April – 20 May



"MMRRAARRGHH. Cyberdemon from *Doom 64* here. Errraaaaaaaakkk! Arck oommmmph barrgghh joyous conjunction of astral elements. Rrooourrggghhh! Gggrraaaarhh financial worries hhhrrrooaarr urk jikkaaaggghh. Ooorrgh urk listen to your heart, like in that song by Roxette."

VIRGO
23 Aug – 22 Sept



"Hiya! Um, I think you'll be facing a major business decision this month. Don't be too rash to commit, though! Oh, hang on – I'll have to go and get the door. That's the problem with these big castles, the toilets are always blocked. Still, it's handy to be friends with a plumber, don't you think?"



Dear Zelda,
In September's predictions you said a man in red would be causing all sorts of trouble in my professional life. Imagine my surprise when NSA chief Trent Easton formed an alliance with militant extraterrestrials in a bid to capture the American president! Thanks, Zelda. I owe you everything!
Joanna, Chicago

10 RUPEES
paid if we use your letter describing how **ZELDA'S LIFE STARS** came true for you.
Write to: Zelda's Life Stars, Hyrule Castle, Just Up From the Market, Hyrule.

GEMINI
21 May – 20 June



"Time to consider making a blessed addition to your house. A pet dog or something like that. You're feeling sassy, and looking pretty sharp too. You know what would look good? An under-sized miniskirt. Your considerable powers even extend to doing a decent Jimmy Saville impression."

LIBRA
23 Sept – 22 Oct



"Hail to the King, baby – it's Duke Nukem here. I don't know about the likes of y'all out there, but I don't swallow none of this astrology stuff. Only thing I know about stars is that aliens come from them. So why am I Libra? The scales represent justice, see. 'Nuff said."

SAGITTARIUS
22 Nov – 21 Dec



"Hi, gang! The stars have got something very special indeed lined up for you. There's something very mysterious going on up there in the sky. It's hard to tell, but the moon appears to be gradually getting bigger... Oh, and don't be flummoxed by evil twin robotic versions of yourself."

AQUARIUS
21 Jan – 18 Feb



"Jabu Jabu's the name. Lord of all things watery, you know. Like, er, water. And ice, sometimes. It'll be an odd month for you, what with a ginger-headed, armour-plated wrong-doer turning you into a consumer of fishy princesses and all that. Remember – better out than in."

CANCER
21 June – 22 July



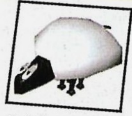
"Evening. Nipper from *Banjo-Kazooie* in da house. Life's a beach, folks – don't forget that. You're feeling happy, maybe even a little dippy like me. Just one problem, though – you're feeling insanely jealous and possessive. So much so that you have recurrent nightmares about birds pecking at your eyes. Take it easy for a change."

SCORPIO
23 Oct – 21 Nov



"Well hello there, lil' lady! Ah'm thuh Giant Scorpion fella from way out in thuh Wild West zone in *Dook Nookem Zee-ro Hour*. Yeehaw! Y'all can expect some difficulty gettin' yore shoppin' in this month, due to an inability to get those enormous gun-bedecked pincers of yours through thuh door. Be good, y'all..."

CAPRICORN
22 Dec – 20 Jan



"Hello. It's Flossy the sheep from *Spacestation Silicon Valley* here. Yes, I know I'm not a goat, and I don't care. You need to be careful this month, since the unexpected is almost certain to happen. Take last month, for example. Some cretin and his robot crashed their craft into my lover, Roger. Roger the dog."

PISCES
19 Feb – 19 March



"Hi there, astrology fans! I reckon you'll be feeling a little useless this month. You know, as if you're flopping around like an ineffectual, er, thing. Basically, the stars are simply out of kilter for you at the moment, which leaves you feeling rather like a fish out of water. Ha ha! I crack myself right up. A fish!"

HOLIDAY IN THE SUN!



G5 Inc. are proud to announce their splendid new resort! Years ago, misunderstood noble warriors the Skedar used this stunning location for meditation and contemplative retreat. Now you can too, with the help of our specially recruited local tour-guides! Wonder at the glory of the sunrise over the ancient shrine of Mmraar. Explore the cavernous vaults once used to house a secret army! The kids won't be bored though,



they'll love our petting zoo, "Baby Skedars' Corner".
Relax and soak up the sun in a serene, historical ambience. G5 Inc. promise an experience you'll never forget.



Insurance extra. Children are advised to wear leather mittens provided in Baby Skedars' Corner. Visitors will be escorted from the resort if they vandalise the architecture. Tour-guides are not to be improperly propositioned.



48 DECEMBER 2000

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